Scanimate Zeroing Procedure

A) Dumont 2100 Setup

CH-1	CH-2
DC	
Volts – .5	Volts - .2

Source – Ext.

Sync - Vert.

Coupling - AC

Zero - line @ qud. to center | Times/Div. – 2 m sec (vert. sync)

B) Video Processor

INVERT TEST Level Select - 1

C) Blanking

Horz. Seq. Cont.

Vert Seq. #1 up (INHIBIT)

Vert. Seq. Control - 900 (1 section)

D) System Function / Function Switch

1) Section Control = 900 (1 section)
2) Intial Depth set at zero with Intial Depth Pott
3) Intial Horz. set at zero with Intial Horz. Pott
4) Intial Vert. set at zero with Intial Vert. Pott
5) Final Depth set below zero just off scale
6) Vert Out (appox. 2.5 volts)
7) Horz Out (appox. 2.75 volts) } for 3x4 Raster or a Crosshatch
8) adjust Length and Width for 3x4 Raster.
   ↳ look at Vert out → look at Horz out

E.) ARTWORK CAMERA

1.) Video Processor

1) NON-INVERT / Normal

1. select CAM. A

2.) place test chart on light box

3.) camera pedestal to mark

4.) AT C.C.U Board adjust Horz. X size and X offset (—) bottom pott of C.C.U. so arrows on Left + Right sides touch edge of raster on C.R.T.

5.) adjust VERT. Y size and Y offset (1) bottom pott of C.C.U. so arrows on top and bottom touch edge of raster on CRT

6.) AT SCAN CONTROL with width pott make raster almost line at C.C.U. Y Board, middle pott. adjust ~~sc~~ Y skew so horz. lines are straight across (using center horz. line). BRING ~~width~~ Raster to normal width

7.) AT SCAN CONTROL with length pott make raster almost a line ▬▬▬. AT C.C.U. X Board, middle pott adjust X skew so vert. lines are straight up and down (using center vert. line) BRING Raster to normal length

8. SWITCH Video PROCESSOR back to INVERT/TEST

8. Commutators

a.) section control dial 100 200 300 400 (5 sections)

b.) with Commutator Switch select:

1.) Final Horz. set at zero with five Final Horz. potts
2.) Final Vert. set at zero with five Final Vert. potts
3.) Final Depth set at zero with five Final Depth potts
4.) Intial Horz. set at zero with five Intial Horz. potts
5.) Intial Vert. set at zero with five Intial Vert. potts
6.) Intial Depth set at zero with five Intial Depth potts
7.) Width set at zero with five Width potts
8.) Length set at zero with five Length potts
9.) Horz. Axis set at zero with five Horz. Axis potts
10.) Vert. Axis set at zero with five Vert. Axis potts
11.) Intensity set at zero with five Intensity potts
12.) Sequence

c.) with Function Switch select Horz. Out

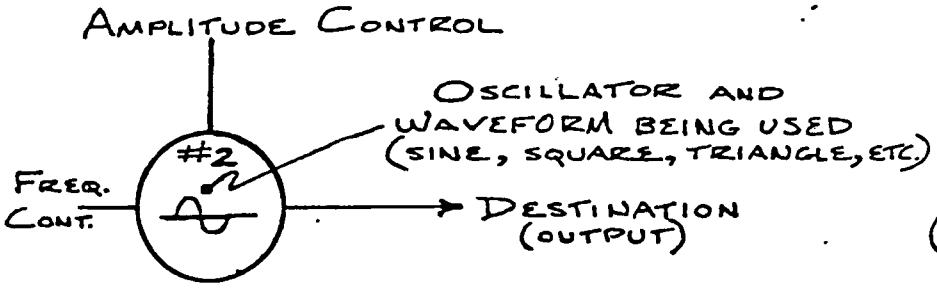
d.) Horz. Oscillator turn on / ~ / Run / Fast / Sequence
Amplitude pott to maximum / Freqoency pott mid range

e.) with Sequence potts null out oscillation in Horz. Out on scope, of all five sections

f.) section control dial 900 (1section)

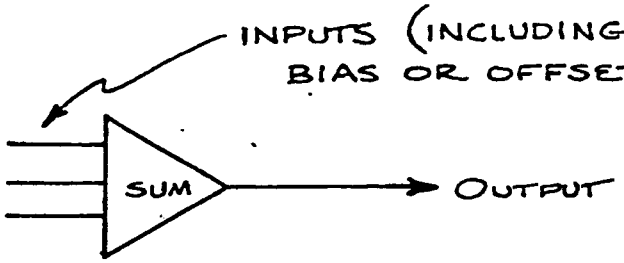
g.) shut off Horz. Oscillator

PATCH NOTATION

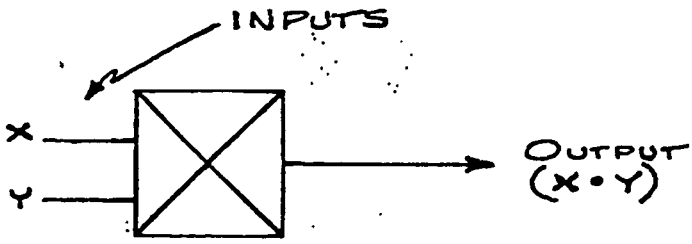


SIGNAL SOURCE (USUALLY AN OSCILLATOR)

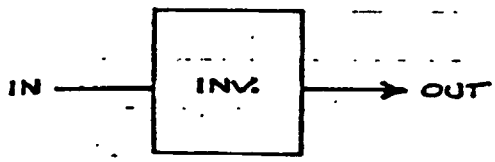
JOT DOWN SPECIAL DETAILS BENEATH: (SPECIAL PHASE LOCK, FREE RUN, ETC.)

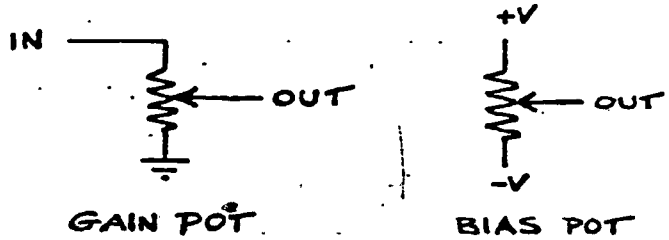


AMPLIFIER (SUMMING, INVERTING, ETC.)



MULTIPLIER (MULTIPLIES VOLTAGE APPLIED AT ONE INPUT BY VOLAGE APPLIED TO OTHER INPUT)



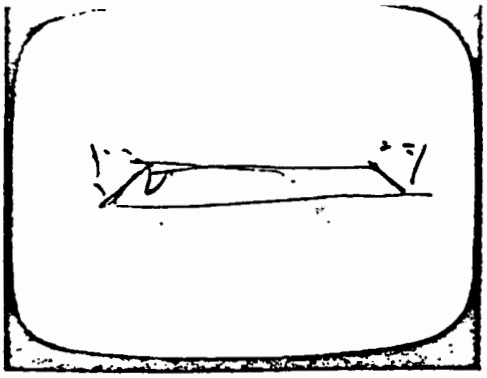


GAIN POT

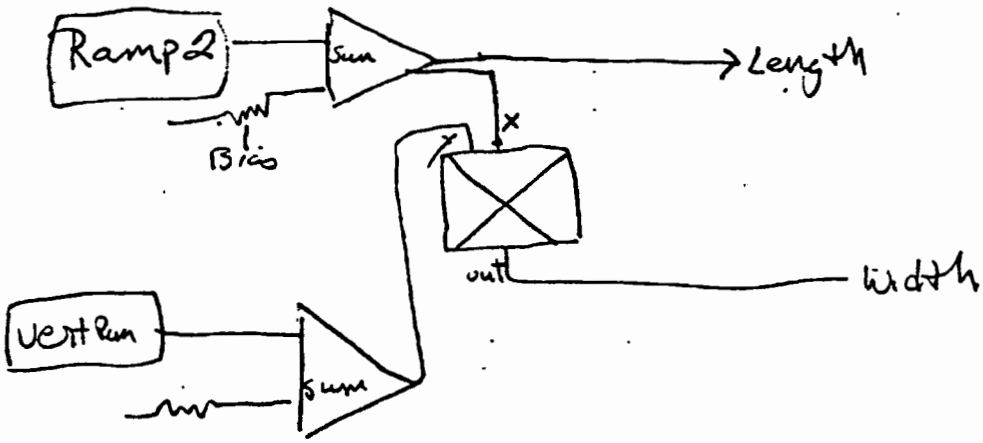
BIAS POT

PROCESSING CIRCUITS INCLUDING (BUT NOT LIMITED TO):

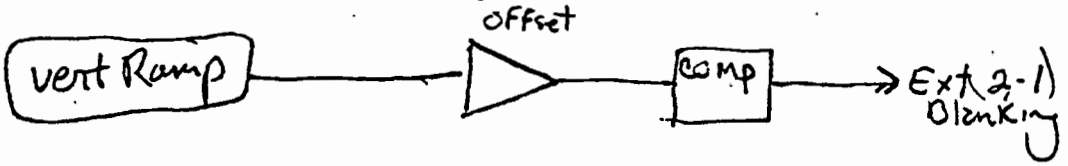
- RECTIFIERS
- FILTERS
- COMPARITORS
- DIGITAL INVERTERS

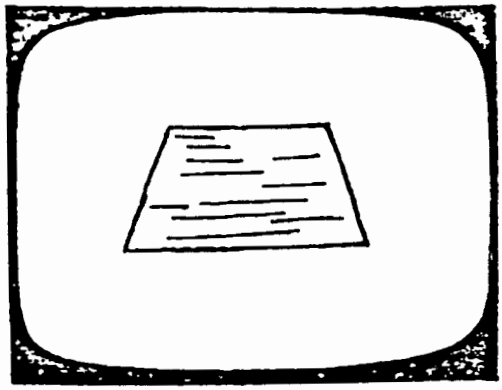


words
Rise from a line @ perspective



Seg Blanking



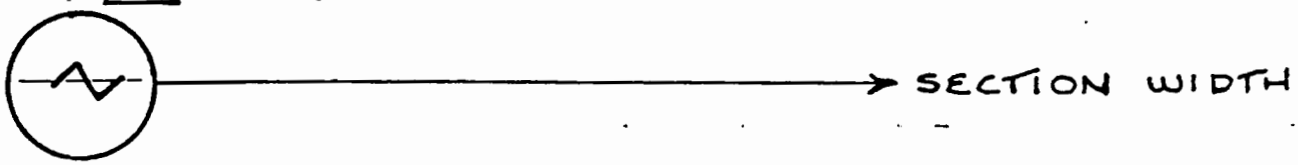


DIRECTION OF SCAN: ↔

"PERSPECTIVE" PINCH (WIDTH MODIFICATION AT A VERTICAL RATE)

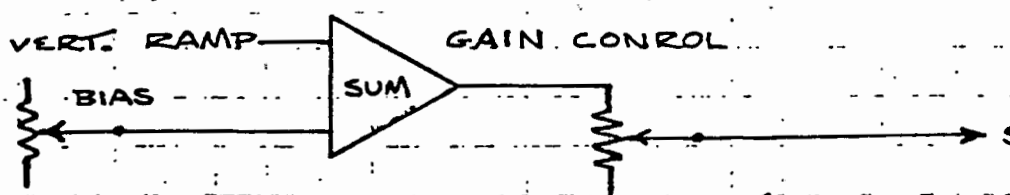
NOTE:
THIS SHAPING WILL TRACK A SECTION THROUGH DEPTH

ANY LOW FREQUENCY OSC.



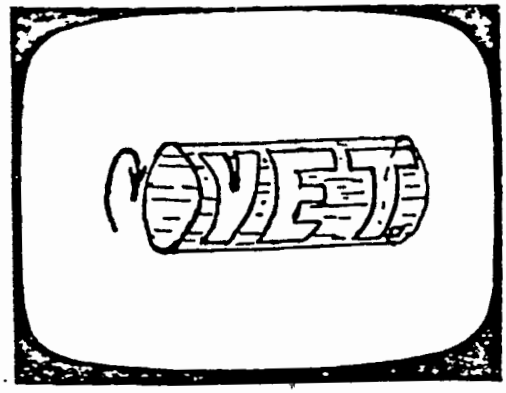
- TRIANGLE WAVEFORM AT A LOW FREQUENCY,
- PHASE LOCKED TO VERTICAL (SELECT "TOP" OR "BOTTOM" LOCK FOR APPROPRIATE DIRECTION OF PINCH")
- AMPLITUDE SETTING VARIES AMOUNT OF PINCH

ALSO



(INVERT TO CHANGE DIRECTION OF PINCH)

VERTICAL ROLL ("COKE ROLL")



FOLD LENGTH TO A LINE

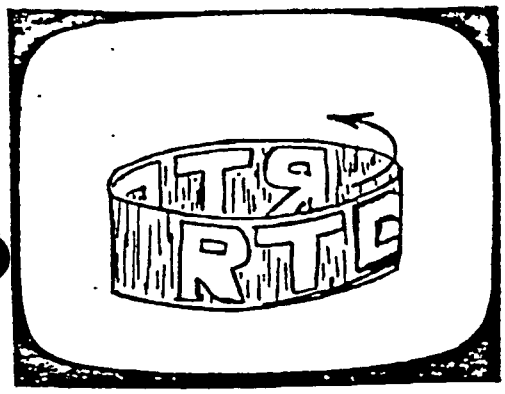
DIRECTION OF SCAN: ↔

SECTION LENGTH AT "0"

#3 (SIN) ~ → SECTION VERTICAL (EITHER FINAL VER OR, IF YOU WANT TO RESOLVE OUT OF IT, INITIAL VER

#4 (COSINE) ~ → SECTION HORIZONTAL (SAME AS VERT. ABOVE)

- AMPLITUDE OF BOTH OSCILLATORS AFFECTS SIZE AND ANGULAR VIEW OF ROLL
- FREQUENCY CONTROLS SPEED OF ROLLING (WHEN IN FREE RUN)



HORIZONTAL ROLL (ALSO A "COKE ROLL"

FOLD LENGTH TO A LINE

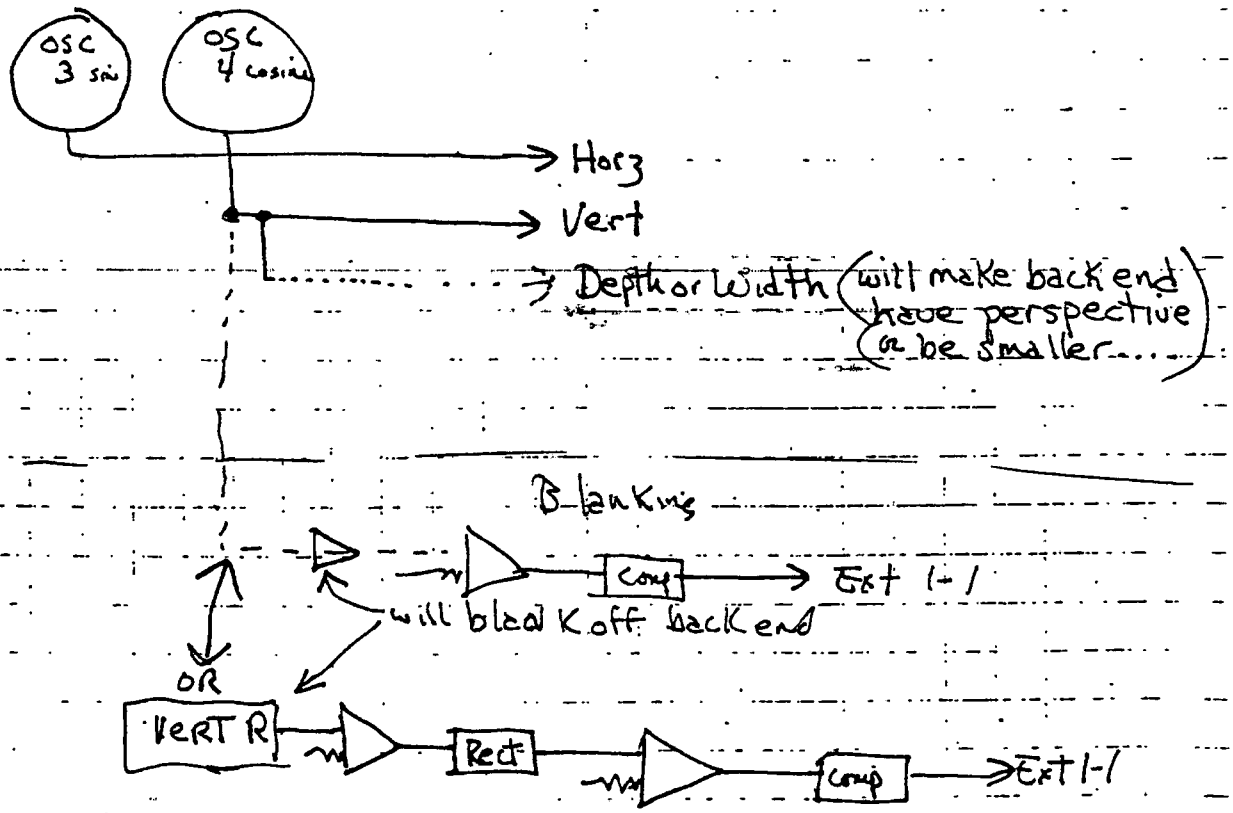
DIRECTION OF SCAN: ↕

SECTION LENGTH AT "0". RASTER ORIENTED AT 90° (USE CPU "90°" SWITCH OR ROTATION IF MORE THAN ONE SECTION IS BEING ANIMATED)

PATCH SAME AS VERTICAL ROLL

Word 90° ....
Rotate ....

fold length to a line



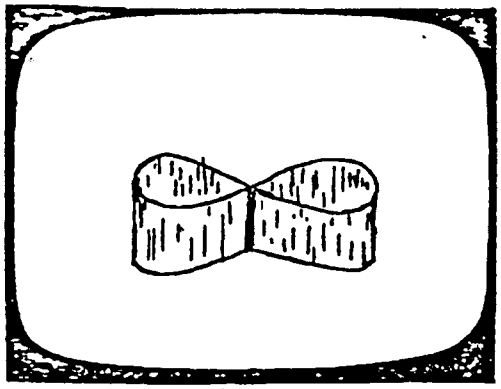
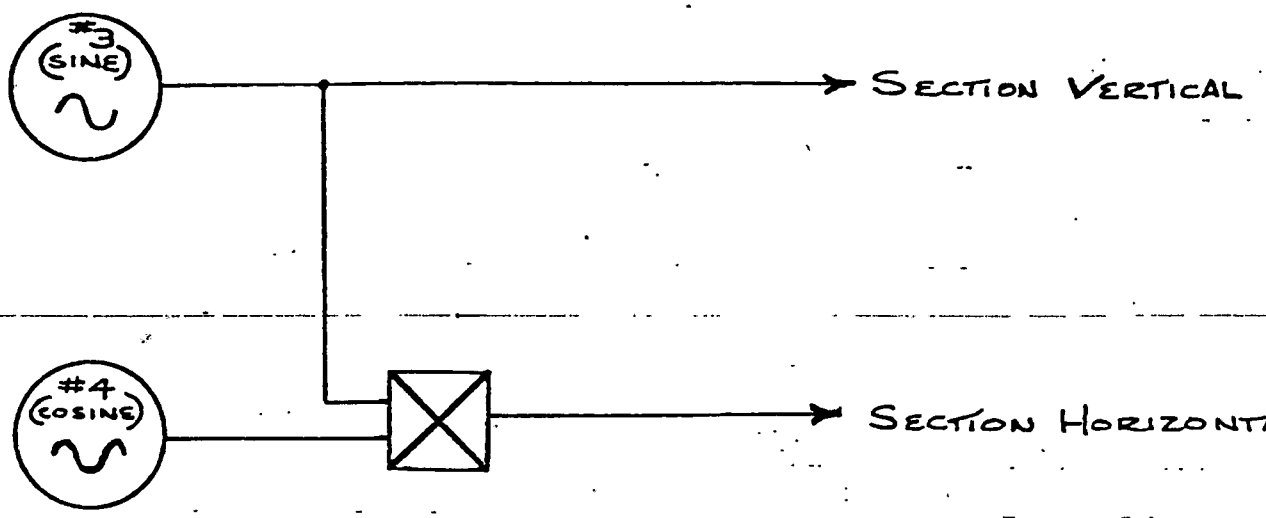
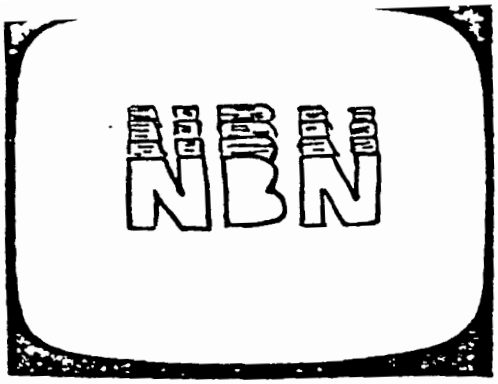


FIGURE 8 ROLLS (CAN BE DONE VERTICALLY OR HORIZONTALLY)

DIRECTION OF SCAN: ↕

SECTION LENGTH AT "0"





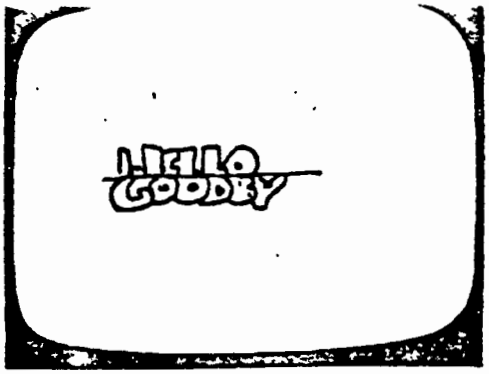
DIRECTION OF SCAN: ↔

OSCILLATOR STRETCH (ALSO KNOWN AS: "REASONER STRETCH", "MULTIPLE IMAGE STRETCH", "HOR. LINE PHASE LOCK", "STAIRSTEPPIN
AT HIGH FREQUENCIES THE EFFECT HAS AN INTERLACED SCISSO LIKE QUALITY:

HIGH FREQUENCY OSC. #2

→ FINAL VERTICAL (ALSO CAN BE APPLIED TO HORIZONTAL, DEPTH, LENGTH; VARIOUS EFFECTS ARE POSSIBLE, EXPERIMENT!

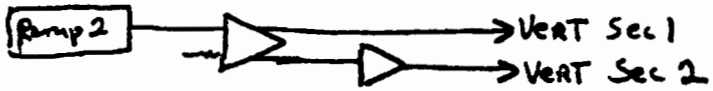
PHASE LOCKED TO A HOR. LINE (SEE INSTRUCTIONS ON THE "PROGRAMMED PHASE LOCK & VERT. RESET DRIVER" WHICH AFFECTS OSCILLATORS #1 AND #2 IN THE ANIMATION CONTROLLER)

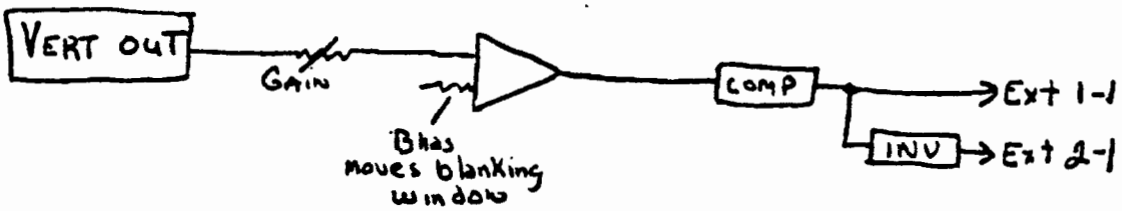


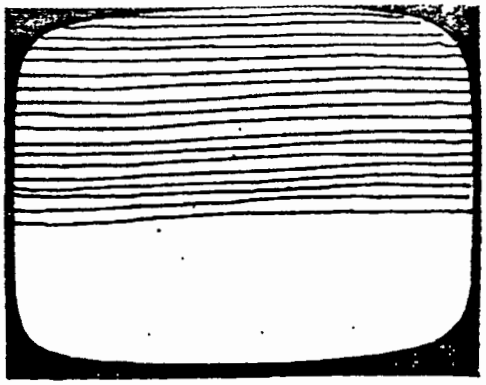
BLANKING WINDOW

WORDS Blank out from same line

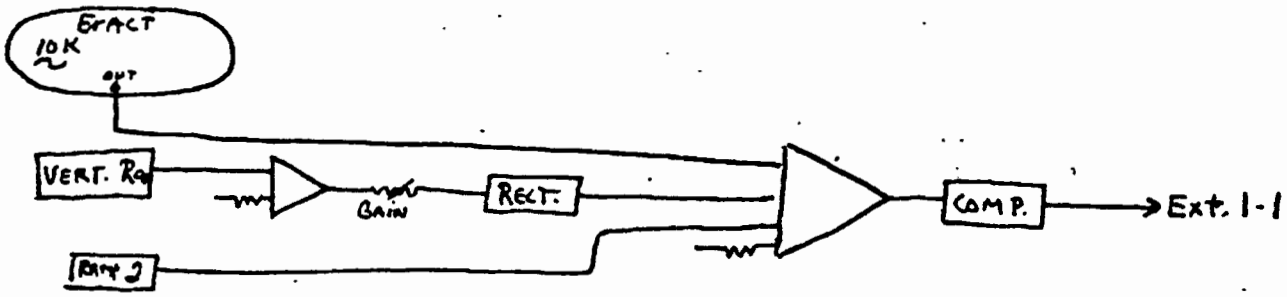
2 sections



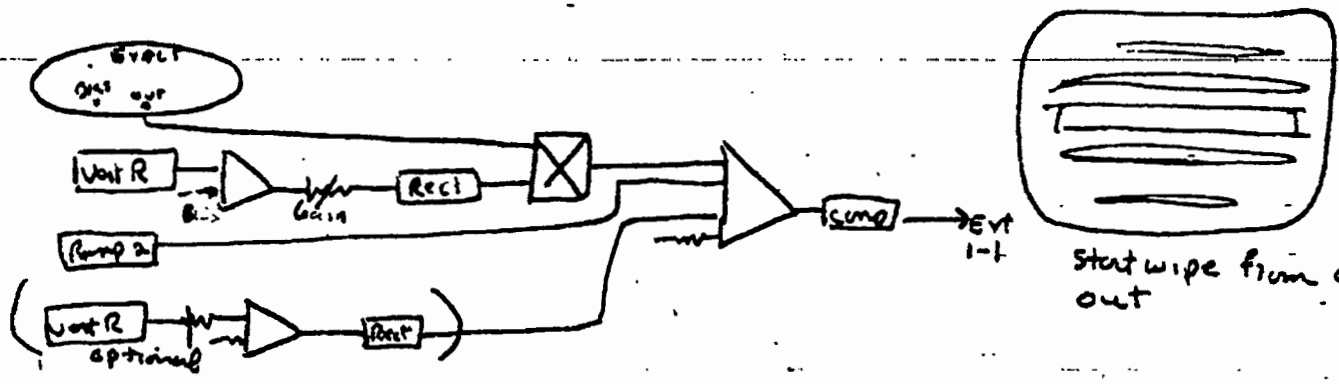




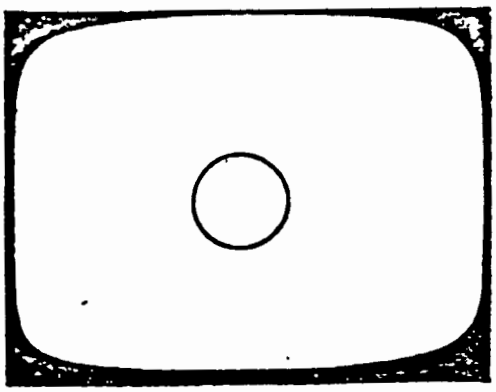
LINES Wipe ON
(BLANKING)
or For Switch Wipes (Scanimate used as ext key source)



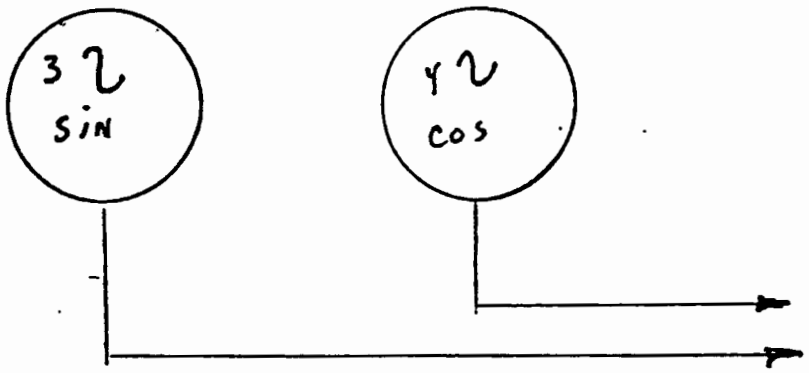
or



BASIC SIN/COS PATTERNS



DIRECTION OF SCAN ⟷



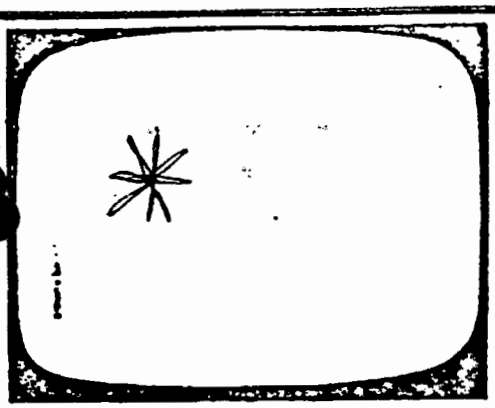
Adjust-Ampl. - low #3 + #4
Low freq for #3
Adjust-Final Depth

WITH OSC. SET IN ∿ PATERNS ARE ROUND OR ELLIPTICAL
WITH OSC SET IN ⩛ PATTERNS ARE SQUARE (DIAMOND)

ADDITIONAL PATTERNS ARE DEVELOPED W/ OSC 1, 2, & 5
MULTIPLIED THROUGH #3 & 4.*

MOTION IS PROVIDED W/ RAMPS

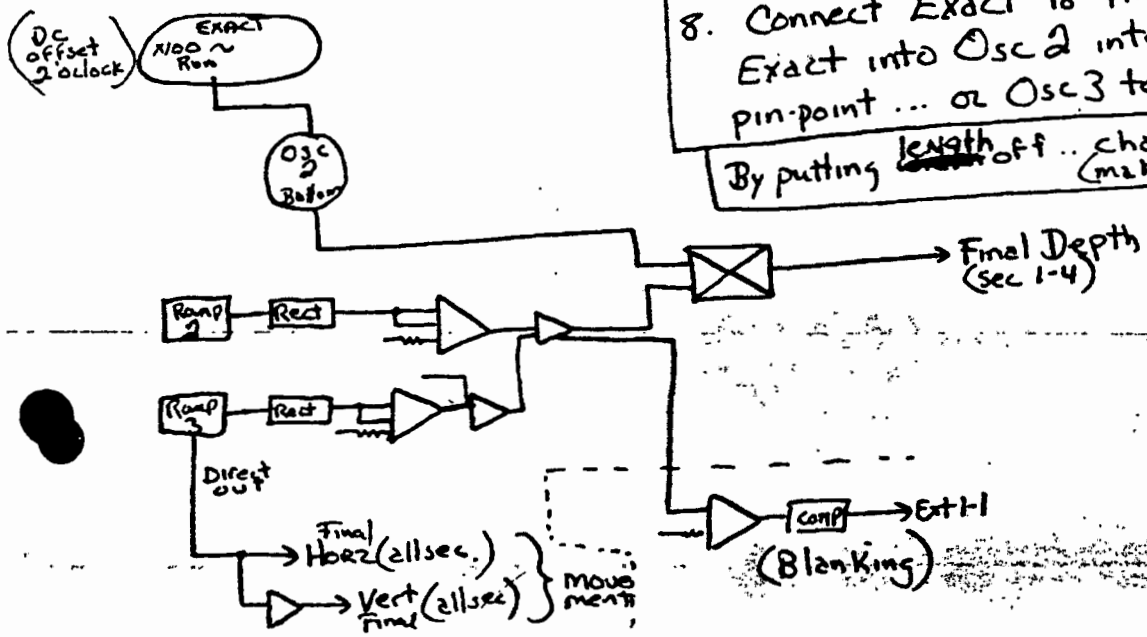
→ By adding Osc 2 into Osc 3 + changing Depth Control also to 90° (into a Focal)

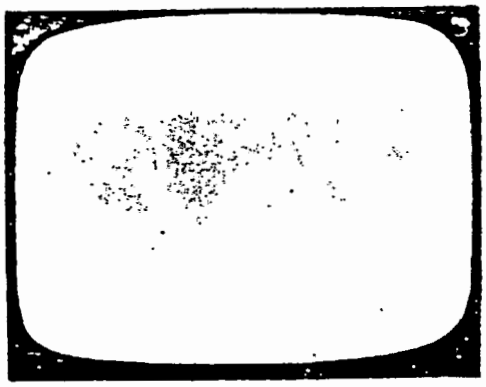


Sparkels t/or Twinkles

1. Divide into 4 sections
2. Fold all to a line (length)
3. Rotate for proper angles
4. Bring depth to a dot
5. Position all dots in center with Final Horz + Vert
6. Bring depth up, rearrange lines with Axis
7. Bring depth back to a dot, set bias ramp
8. Connect Exact to final depth or Exact into Osc 2 into final depth (make pin-point ... or Osc 3 to final depth

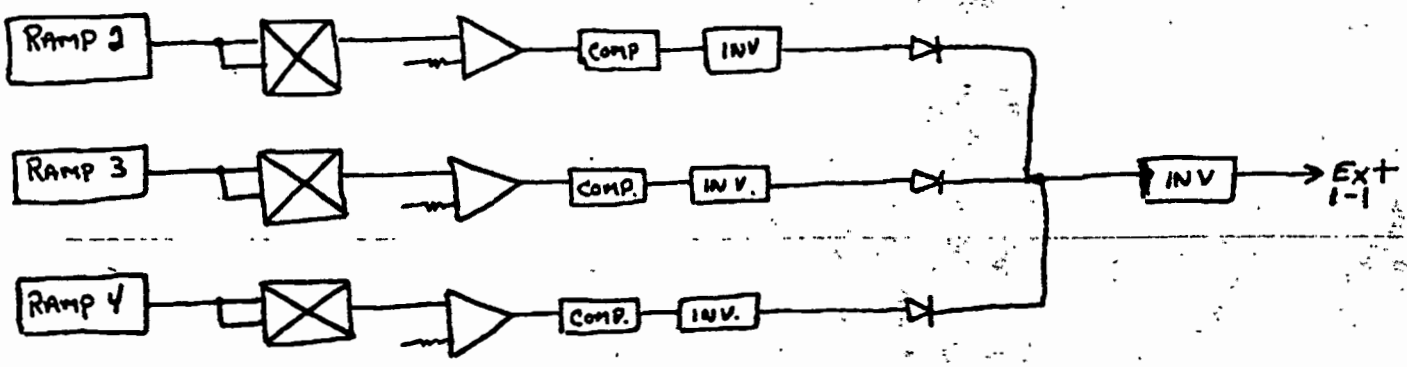
By putting length off .. changes twickle, (makes more points)





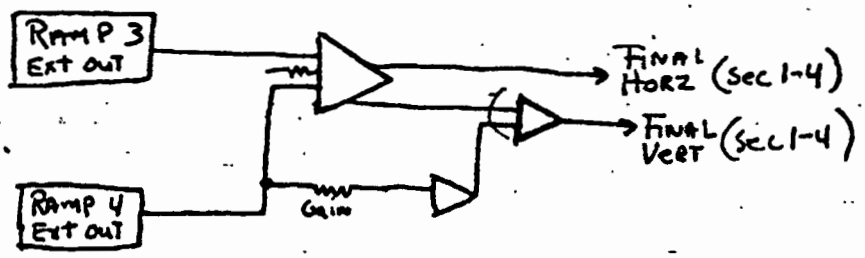
MOVING TWINKLE (two ways)

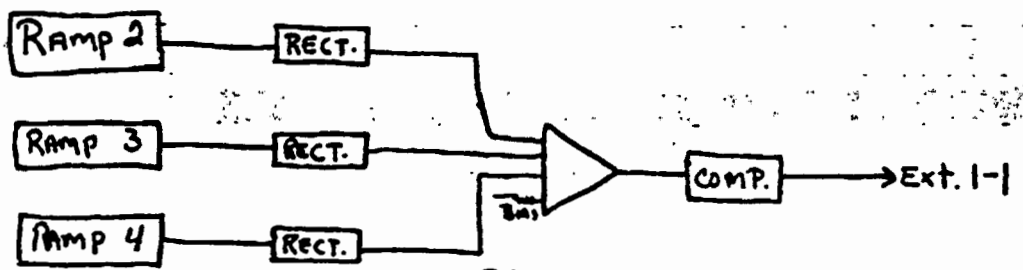
① FORM star ... ② Osc 3 into WIDTH (Sec 1-4)



BLANKING ON and OFF

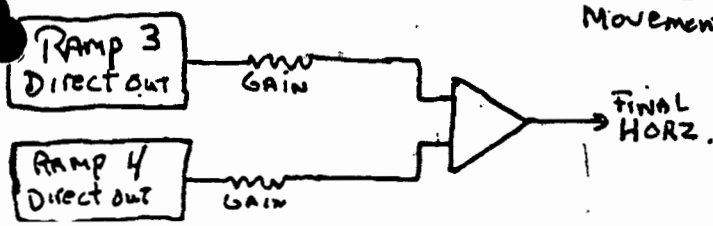
Movement





BLANKING ON and OFF

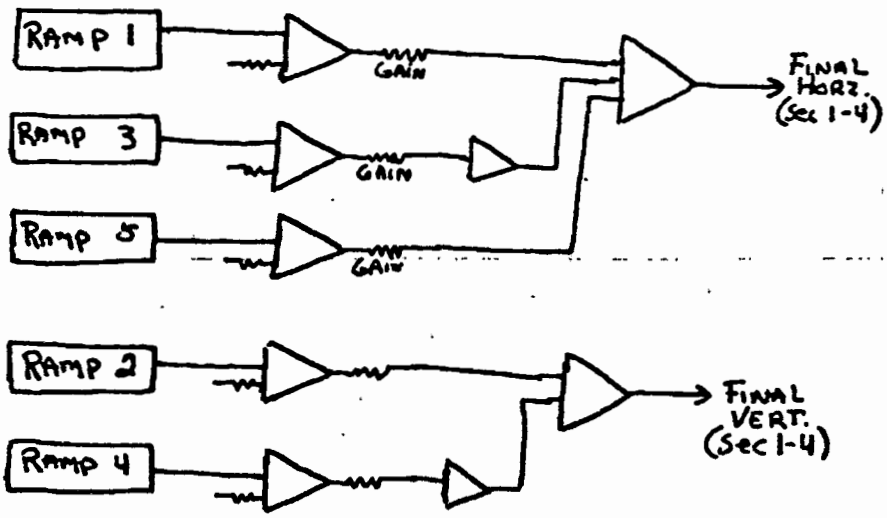
Movement



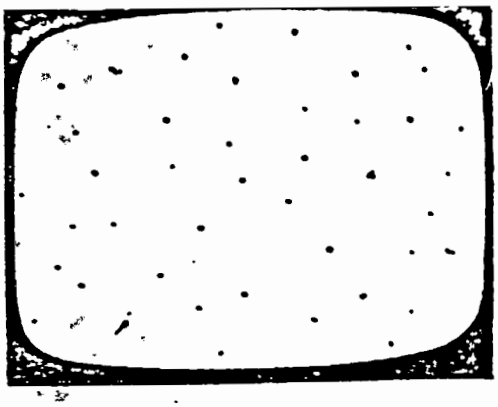
TWINKLE move in a Circle

1. BUILD TWINKLE (EXACT ×100 .5 ~)

Ramp 1 move to Right
Ramp 2 moves down
Ramp 3 moves to Left
Ramp 4 moves up
Ramp 5 moves to Right

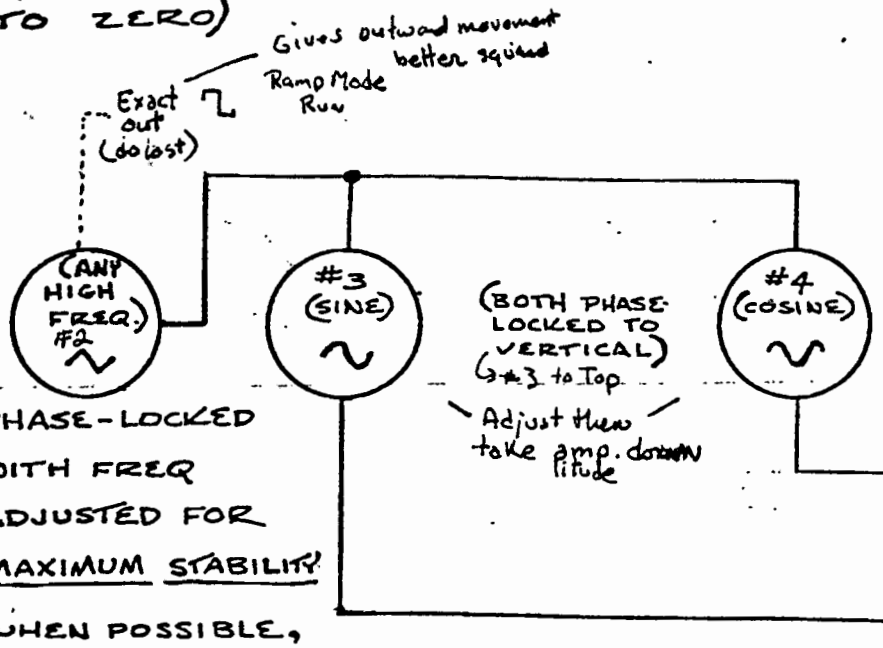


MUST Adjust Rate and Ramp trigger time very percisely so circular motion happens



STATIC STAR FIELDS (ALSO CALLED "NIGHT SKY" BACKGROUND

TAKE RASTER TO A DOT (DEPTH TO ZERO, OR LENGTH AND WIDTH TO ZERO)



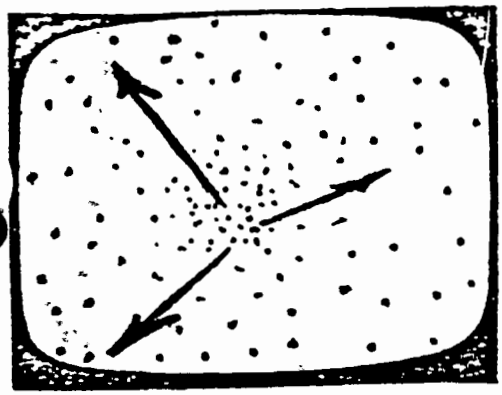
PHASE-LOCKED WITH FREQ ADJUSTED FOR MAXIMUM STABILITY

(WHEN POSSIBLE, USE AN EXACT OSC. IN A TRIGGER MODE FOR THIS PURPOSE)

ADJUST BLANKING WITH HORIZ. SEGMENT #1 SO THAT ONLY THE END OF EACH RASTER LINE IS SEEN (IN ENABLE adjust

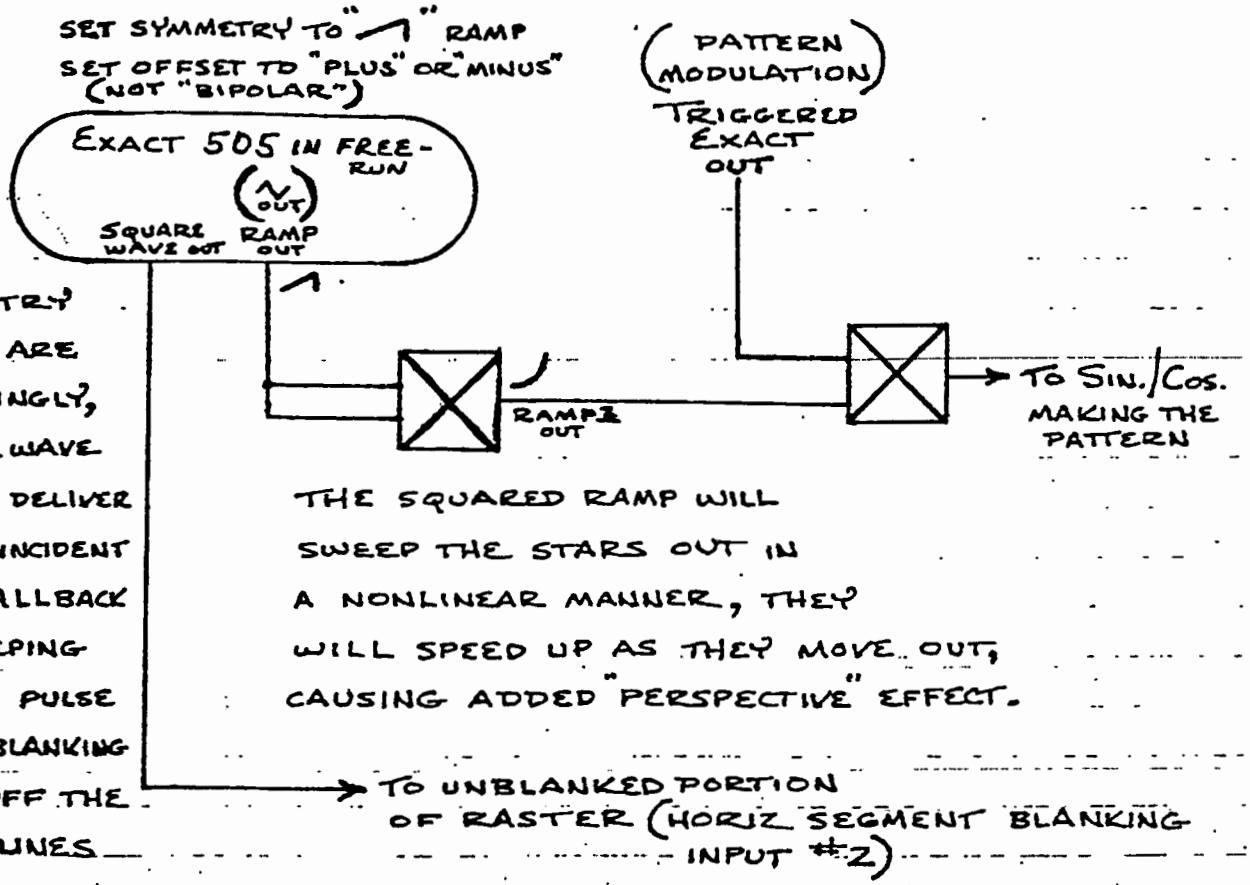
outside
– to Bottom position
→ Switches inside Animation Controller.

#2 - (A) to PRG
(B) N+V
(C) +10



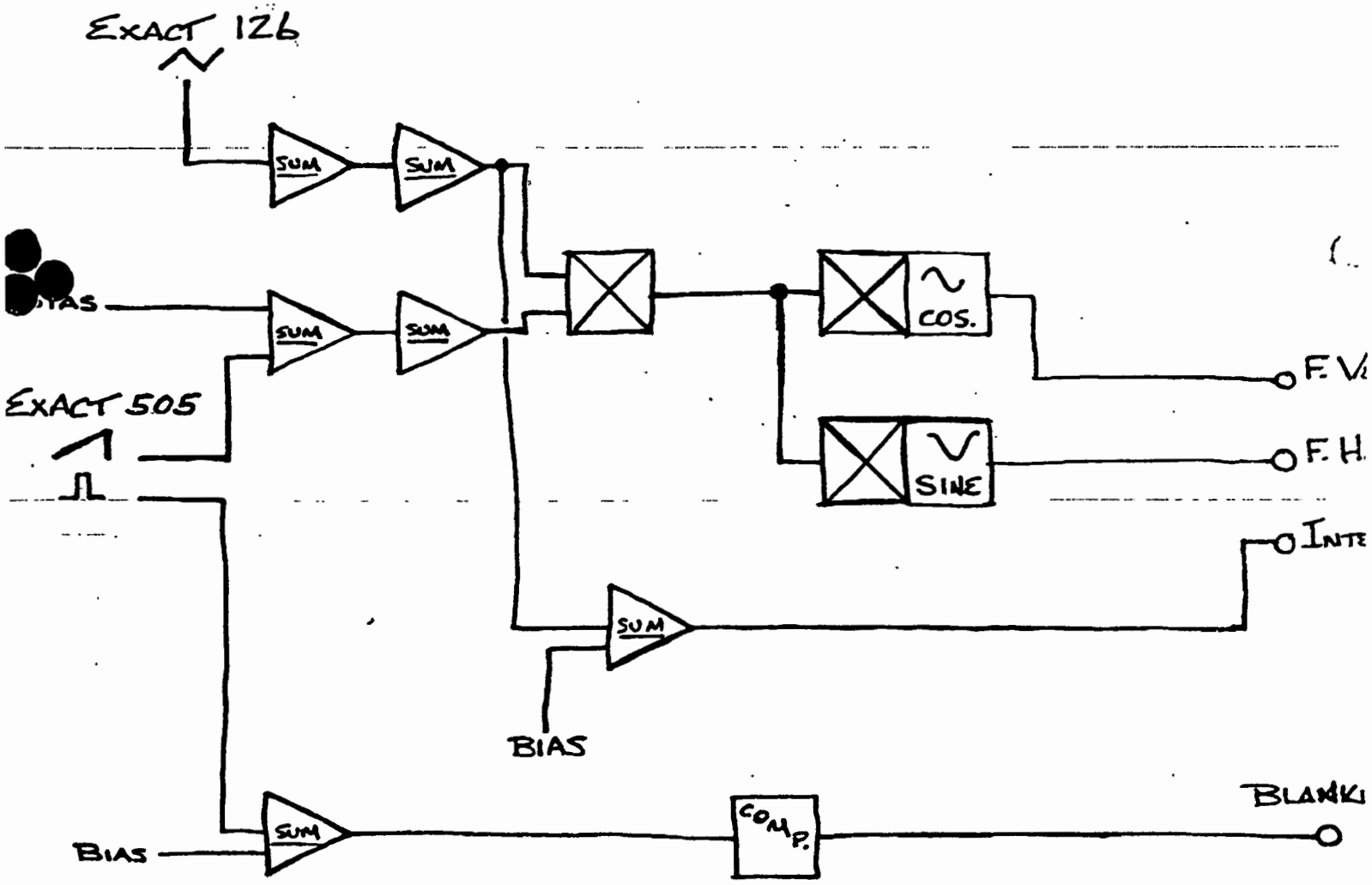
MOVING STAR FIELDS

BEGIN WITH A STATIC STARFIELD,

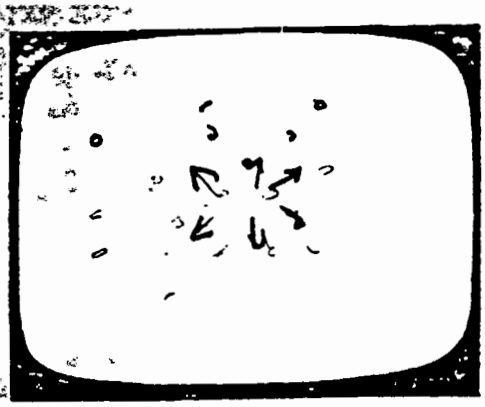


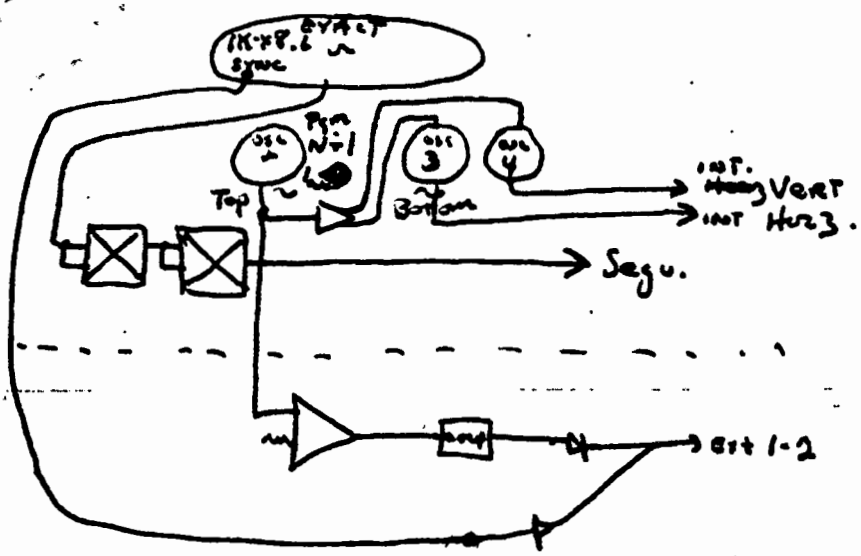
Revised Starfield

1. Raster to a dot
2. Sine into H., Cos. into V.
3. Exact 126 trig. by H. ramp (or H. Reset) 10 k. range; Multiplier: .1 x 5; Amplitude Max. D.C. offset off; Triangle waveform
4. Exact 505 in free run. Range x1; Mult. 7x4 Offset neg.; Symmetry 1. Amp 1 square out (to blanking); Amp 2 triangle (ramp) out.



Russ's STARFIELD





1.) Cube Exact into Segu.
INT to Final
INT A Dot Final a Dot
(Length, almost to a line vary)

2.) Sine/Cosine osc 3+4 into Horiz + Vert (orbit)
(osc 3 ranged around about 1-½ turns vary)

3.) Osc 2 into Osc 3+4
osc 2 select Pgm N+1 9 o'clock (90° clock)
Freq. - Allow out 3 o'clock (low freq.)
Amplitude - Full up

Adjustment of Sequence Bias Pot with exact bias makes center circle small in middle

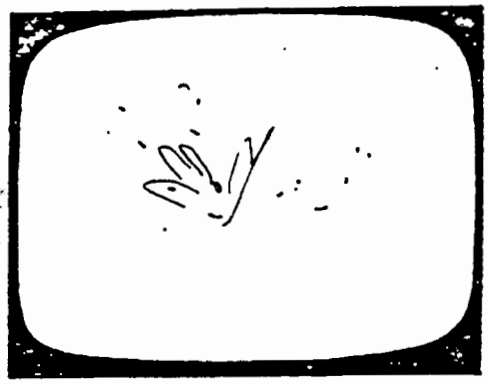
---

BLANKING
Ext 1-1 enable → Blanks off the dots (stars) 7 o'clock
Sync out diode into Ext 2-1
Osc 2 into Bias sum amp into comp into diode - Ext 2-1
(will blank off static rings) IF need be....

Bias + amplitude on EXACT very critical for stable movement...
Dc offset 9 o'clock
Ampl. 1 o'clock

- Also want stars to blank on a begining in center not in middle

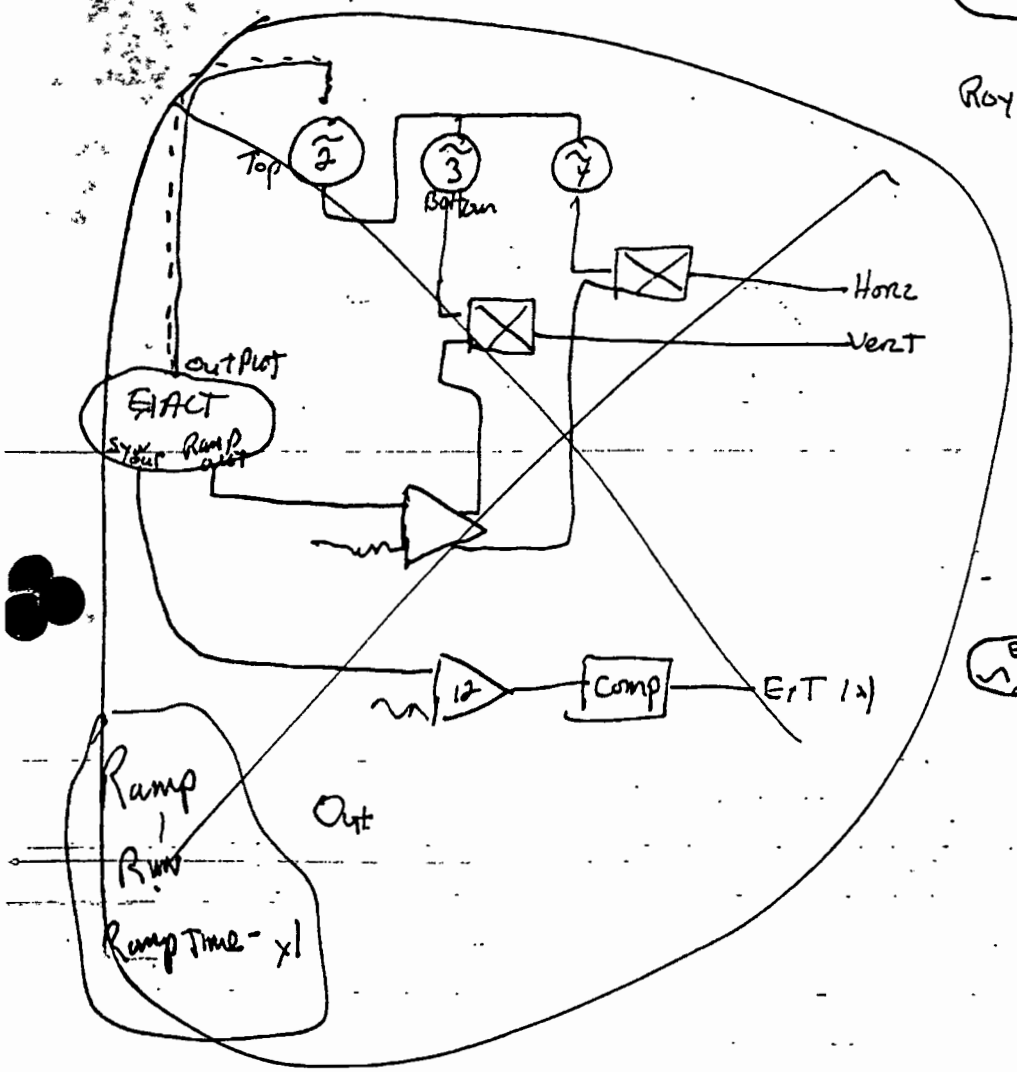
- Also intensity comp want stars dimmer in begining
- int comp towards encoder



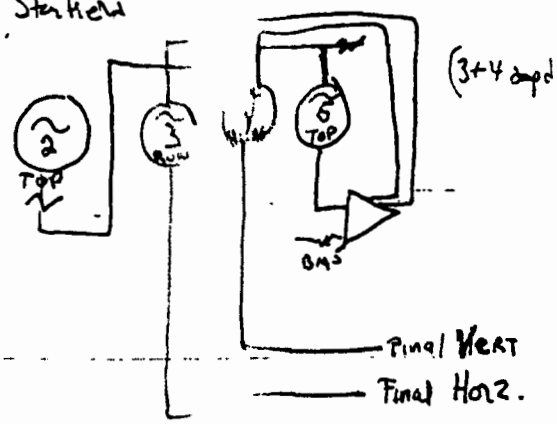
Sort of
Starfield...

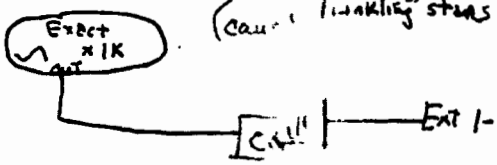
Osc 2 - Form 1a-1c
- N.1
- +1c

1. Form a circle with 3+4 (then
2. Form nice spir. w.th 2+5
3. Blank most of spir. off framing stars..

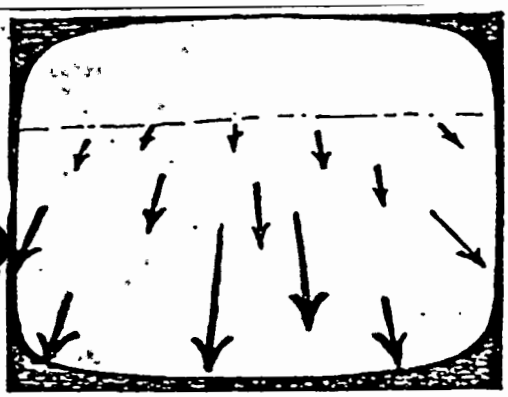


Roy's Starfield





IMPROVED SLIT SCAN EFFECT, (SPEED FAIRINGS AND SIZE-MOTION DIFFERENTIAL)



DIRECTION OF SCAN: ↔
LENGTH TO ZERO

SYMMETRY TO "/\" (RAMP)
OFFSET TO "PLUS"

EXACT 505b, "RUN" MODE
(~ OUT)
↓
SQUARE OUT RAMP OUT

RAMP² OUT

POSSIBLE INVERTING NECESSARY?
(SUMMING AMP)

SEQUENCE

+V
BIAS POT.

SUM

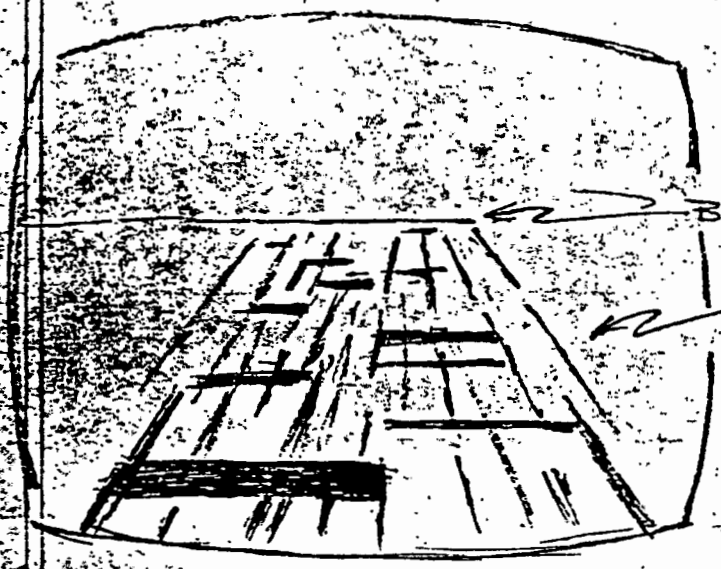
FINAL HORIZ

HORIZ. RAMP

+V

SUM

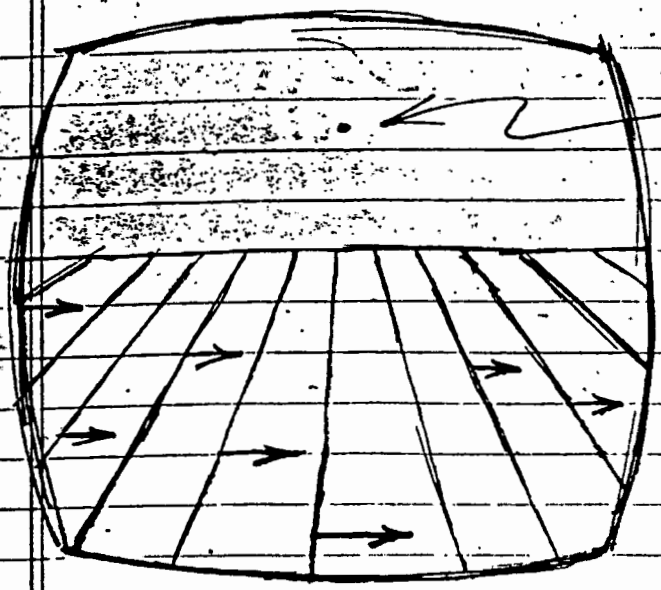
TO SEGMENT BLANKING
(SHUTS OFF RETURNING SCAN LINES)



PERSPECTIVE ADDED TO ARTWORK WITH OSCILLATOR ON FINAL DEPTH (FRAME LOCKED TO "PINCH" ARTWORK:

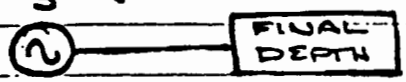
TOP OF "PINCHED" RASTER IS BLAKED. BLANKING LINE APPEARS STATIONARY BY APPLYING VERT. RAMP TO BLANKING INPUT, THROUGH SUMMING AMP WITH BIAS CONTROL, BIASING THE VERT. RAMP TO CHANGE THE POSITION OF THE BLANKING LINE.

ARTWORK IS RAMPED THROUGH VERTICAL AND DEPTH WITH A SEQUENCE RAMP.

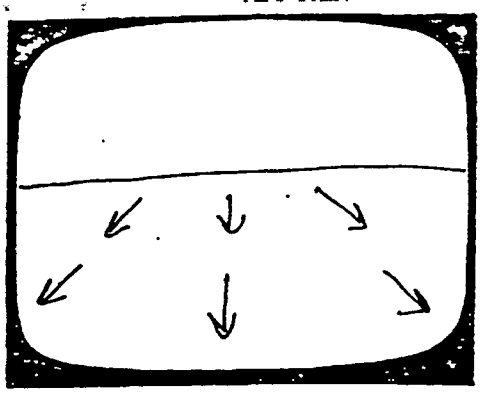


VANISHING POINT APPEARS TO REMAIN STATIONARY WHILE PLANE MOVES HORIZONTALLY.

#5

1. 

= "PINCHES" ARTWORK (OSC LOCKED TO "FRAME")
2. ADD PERSPECTIVE LINES BY SUMMING "HORIZ. RAMP" WITH OSC. #2 SET TO "PROG", "N", "÷1" AND SET LINE CHARACTER WITH 12 POS. SWITCH. APPLY TO SECTION BLANKING.
3. SET NUMBER OF PERSPECTIVE LINES BY ADJUSTING OSC. FREQUENCY (LOCK TO "FRAME" FOR STATIONARY LINES)
4. LATERAL MOTION CAN BE ATTAINED BY RAMPING "HORIZ AXIS" OF SECTION.

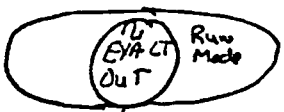


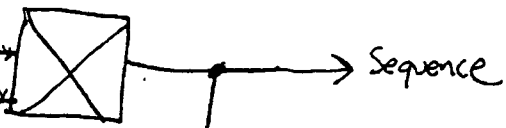
Slit Scan

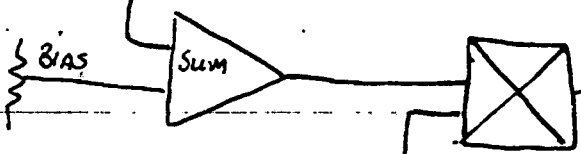
Length to Zero

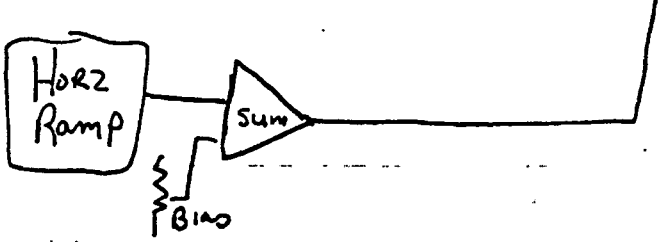
~~Aft~~

try to revise. (see below)



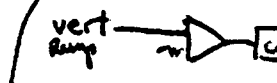






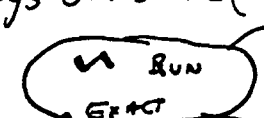
when setting up line (crosshatch) adjustment of graphic cameras Vert + horz gains + offsets very critical for max. amt of horz lines (since Exact usually at 1K) + for making lines all line at raster ends....

Also



(Exact mode to trig) will help to setup Gap between ends (will stop at in center screen with adjustments so ends can be lined up cam gains adjusted)

Roy's Slit Scan @ Russ modifications

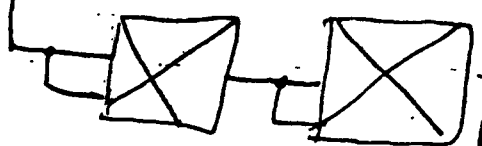


Range 20

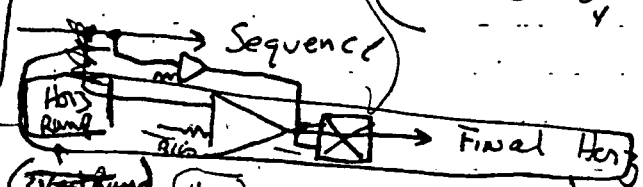
Bias built in (Main Mode - DC offset)

with Sequ. make Final e dot not effected by Int (mov

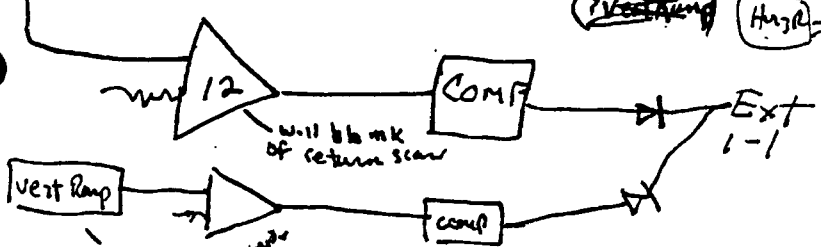
(also Osc 2 into Int Horz (Vert)

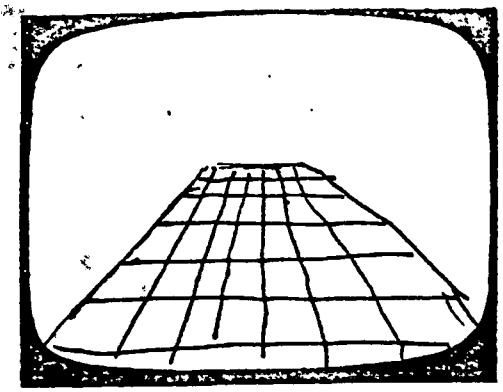


Segment Blanking



this will widen out Slit Scan





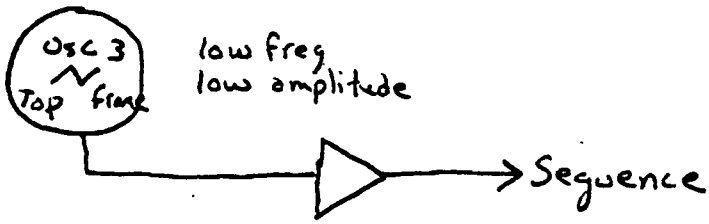
Static SlitScan (Plane @ perspective)

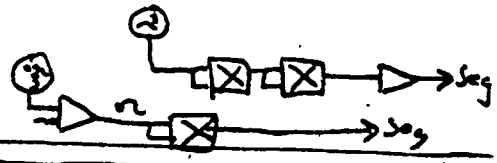
(STAR WARS lettering)

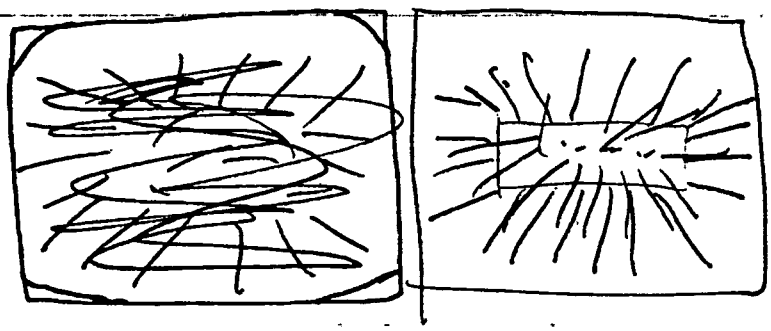
(RUN crawl thru via posterization)
(into soft wipe)

1.) Final at top with Horz Osc on, tweak sequence till final steps in position, int. move

2.) for more xtreme perspective
square or cube
osc out



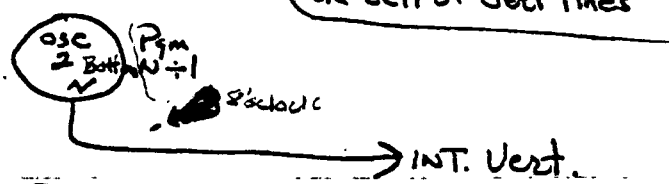




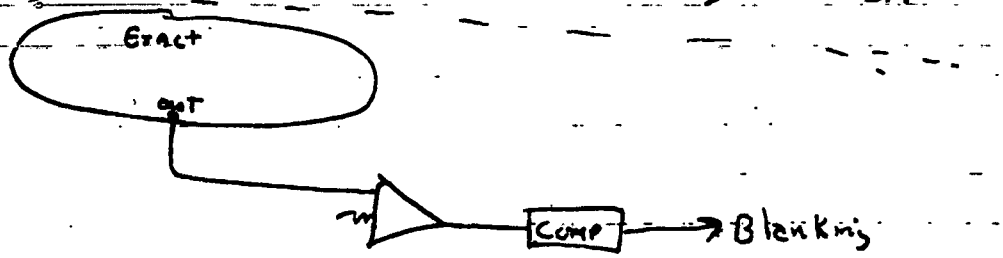
Spoke type Animation

(1st) Same patch as above

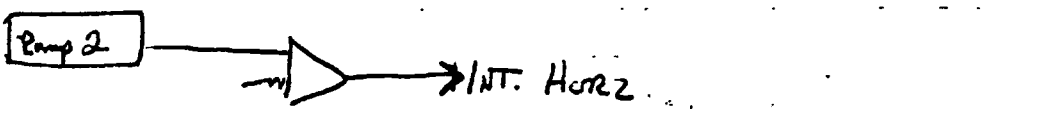
with (input either convergence vert lines only OR cell of vert lines)

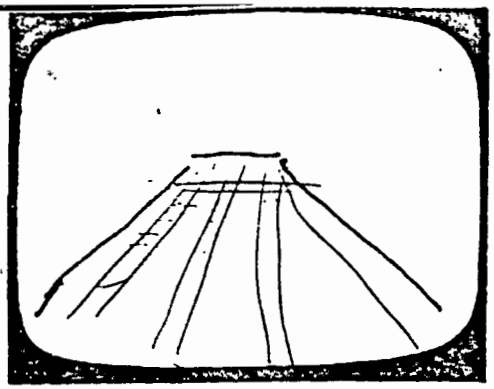


also



also



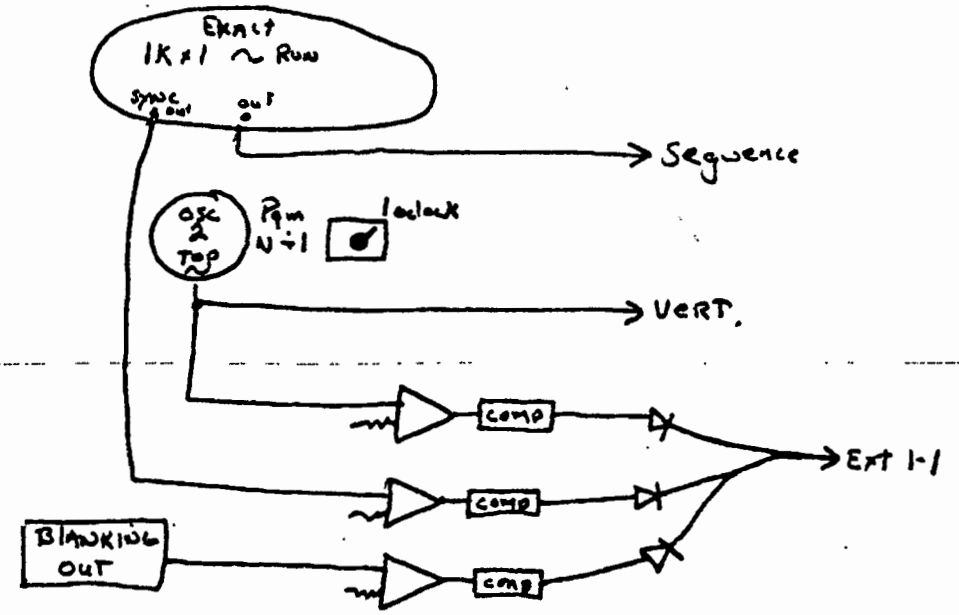


Christmass trees +

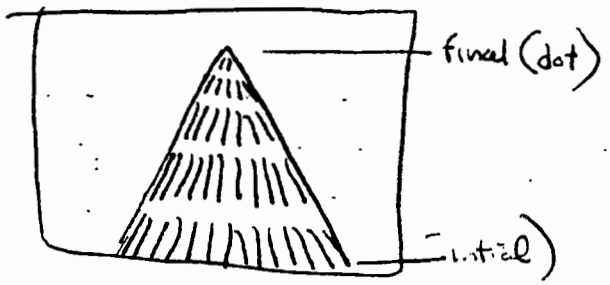
Slit Scan @ Hi freq Osc and Blanking

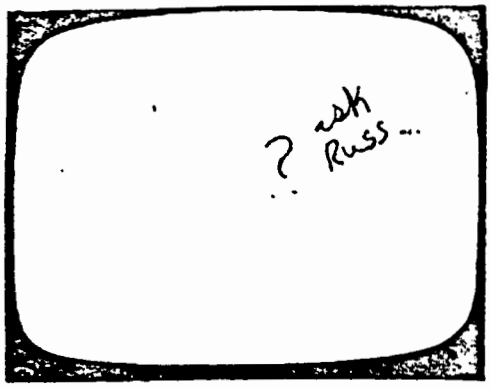
Length to a line

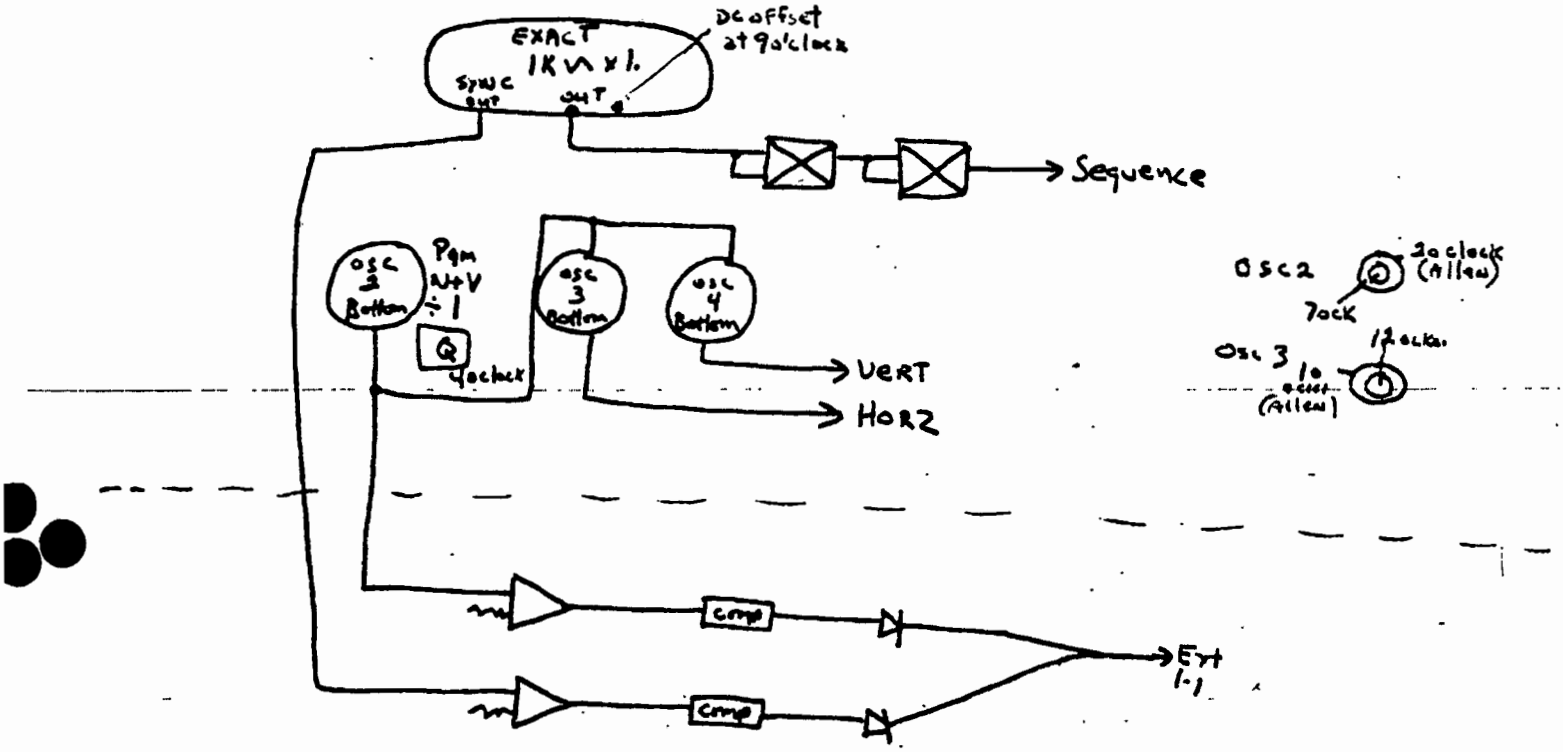
Top is initial
Bottom is Final

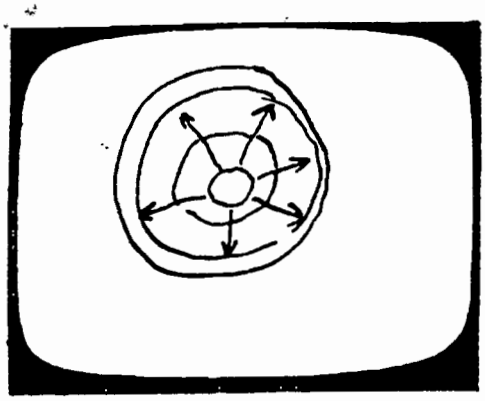


also make Christmastree



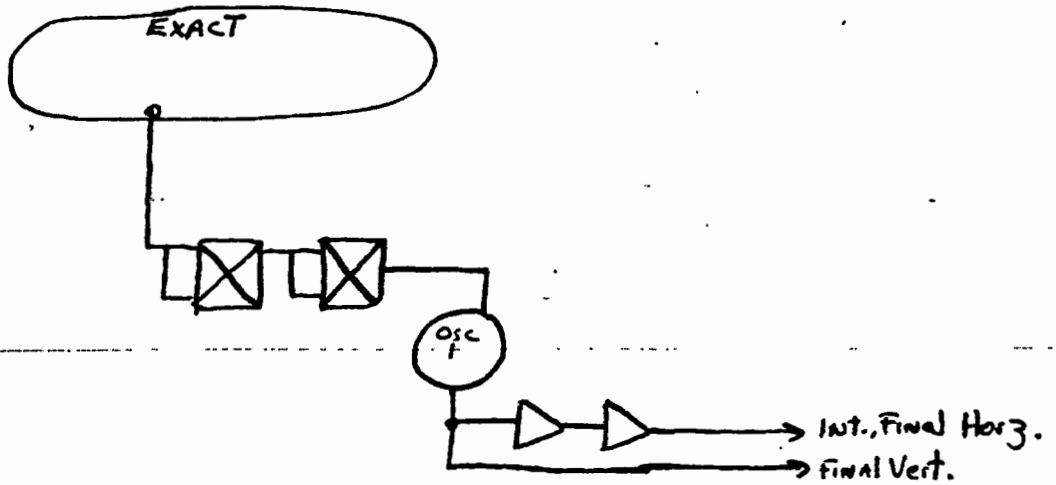

? ask Russ...

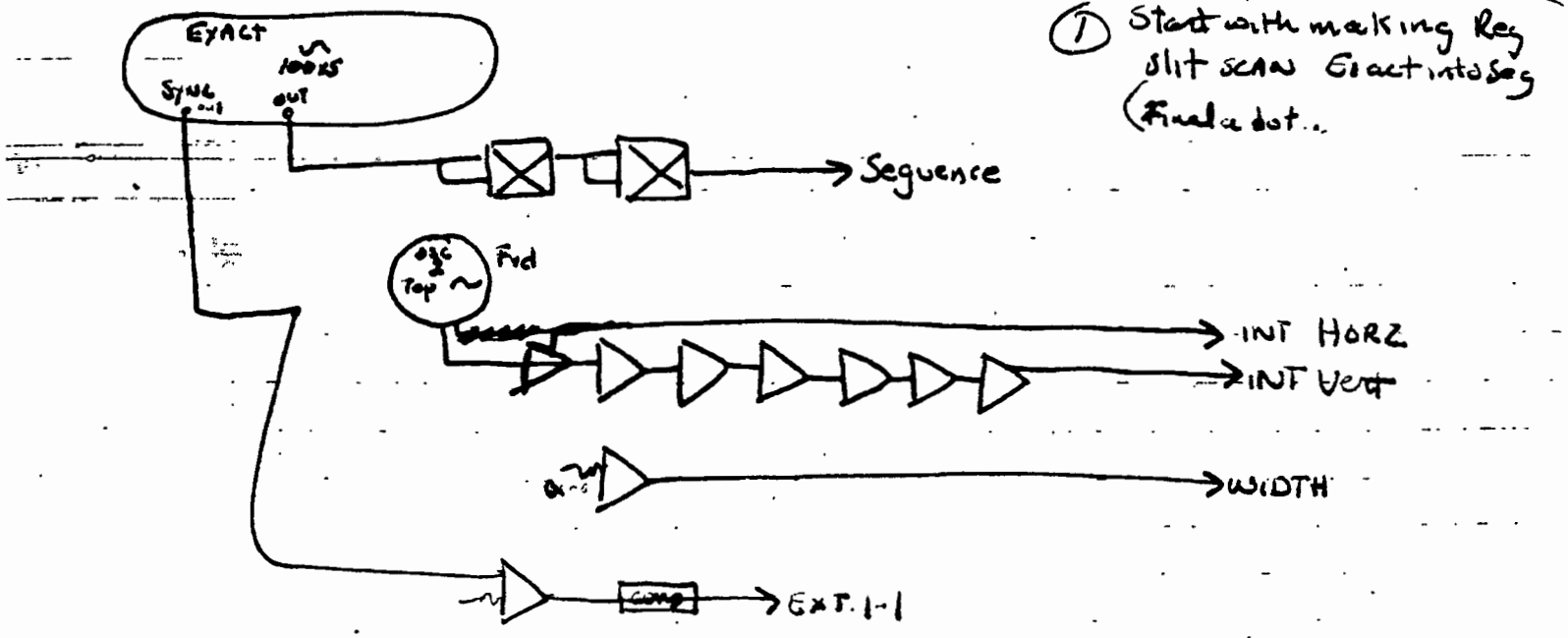

EXACT
1K ∧ x 1.
sync out
out
DC offset at 9o'clock
Sequence
osc 2 Bottom
Pgm H+V ÷ 1
Q
4o clock
osc 3 Bottom
osc 4 Bottom
VERT
HORZ
Osc 2
2o clock (Allen)
Jack
Osc 3
1o clock (Allen)
comp
comp
Ext 1-1



Circular Slit Scan

1. Bring to a dot
2. Build circle with osc. 1
3. multiply Osc 1 @ Exact
4. Add blanking

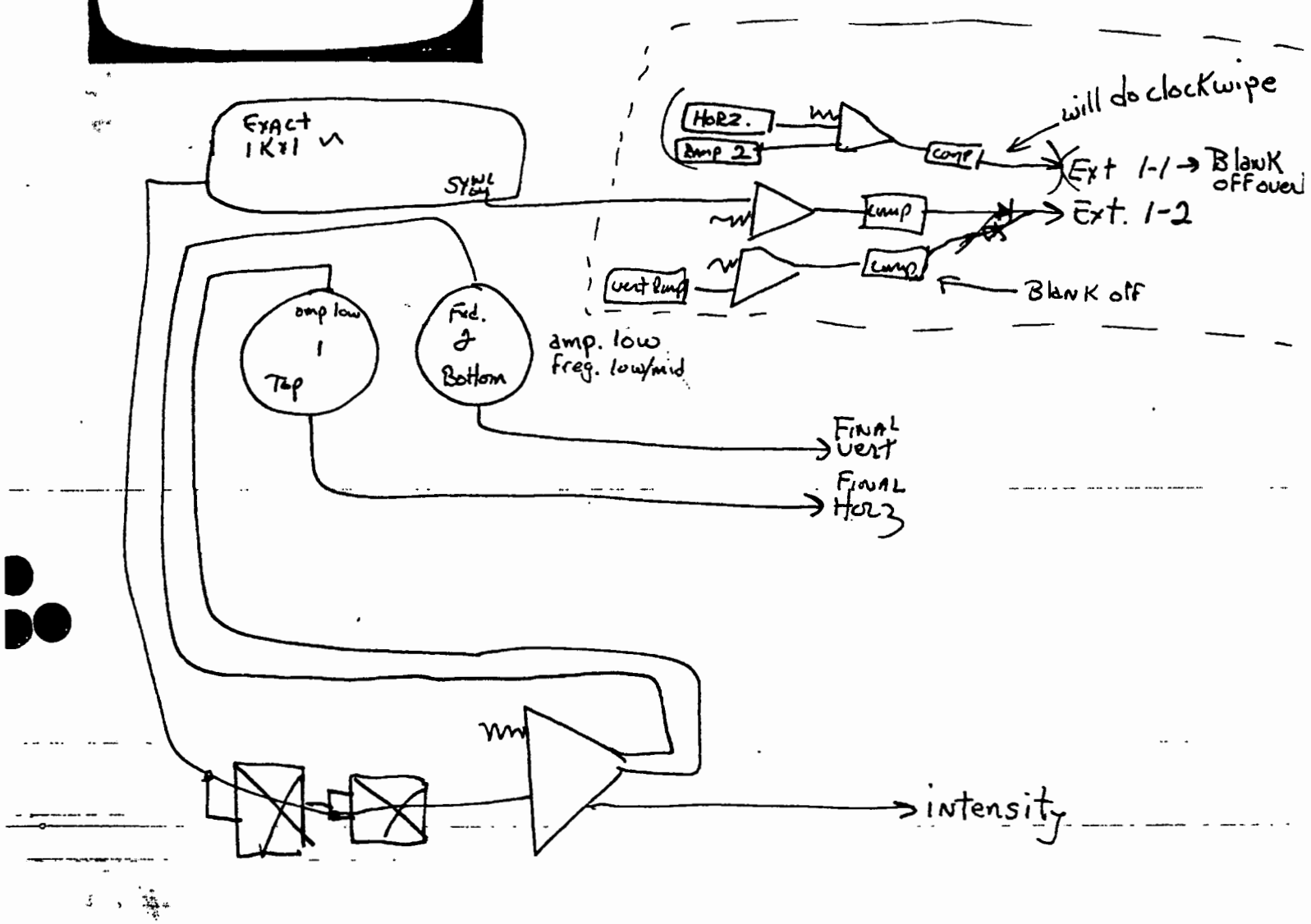




(1) Start with making Reg slit scan Exact into Seq (Find a dot...

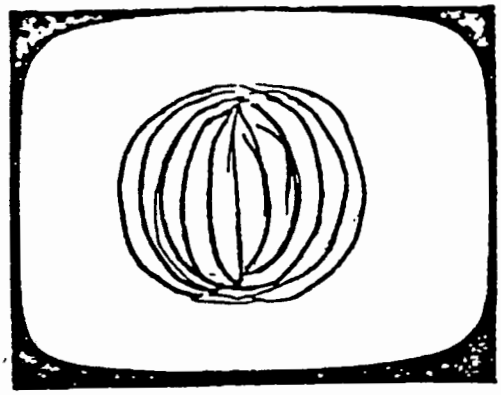
Circular SLITScan

make highfreq sin cosine @osc 1+2
add cubed EXACT



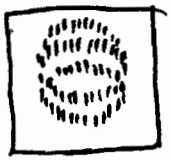
KASTER BALL

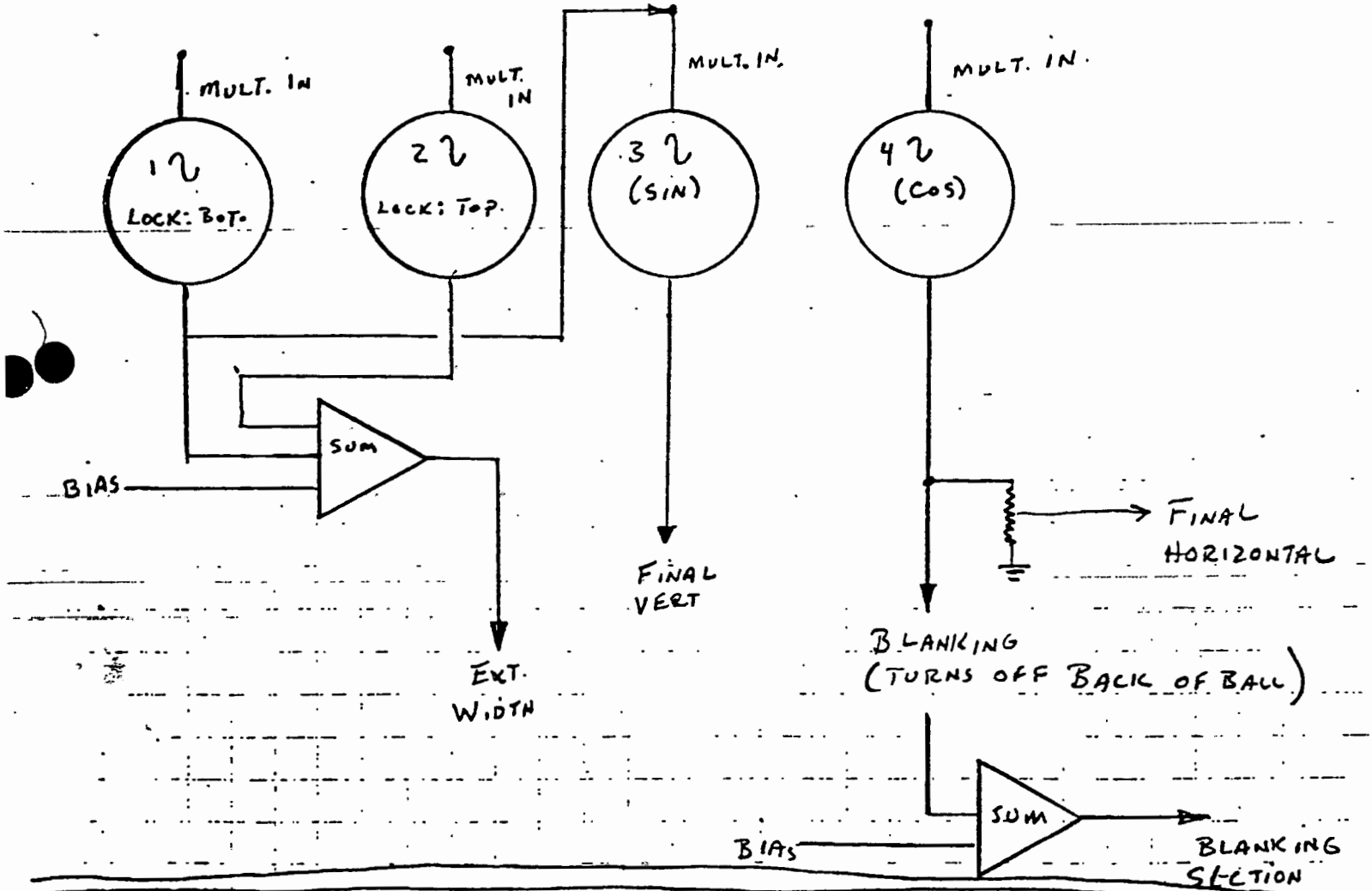
two version



DIRECTION OF SCAN

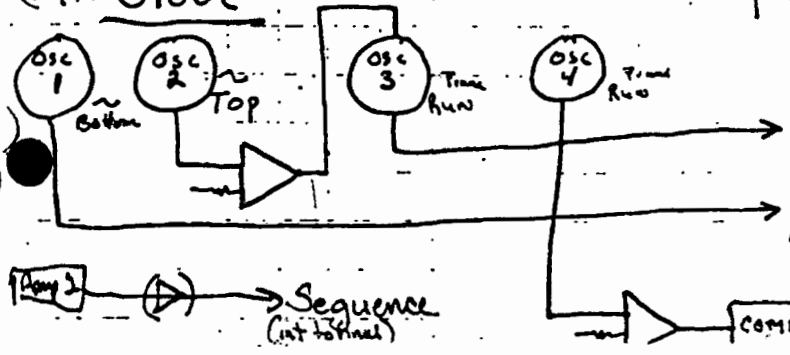
(USE 90° SWITCH @ CPU or ROTATION)





(Roy's) Globe

use 90°



(Sequence to Int.) (for globe) Length to A Line

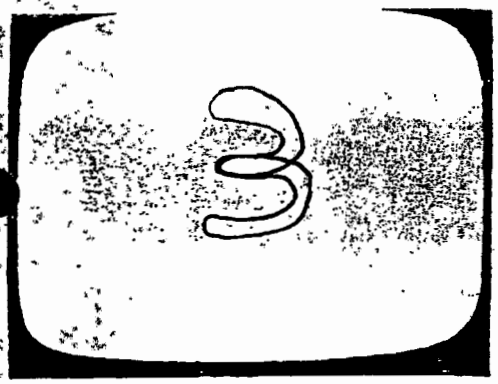
FINAL to A DOT

(these with sequence give allusion of moving from big to small

also send same signals to other computer to make clouds over globe

Not electronics?

with Ext. 1-2
Ext 1-3
Blank off pulse



Maths for 3's 6's 9's & 5's

Depth to a dot

2 sections - (cut sine/cosine in ½)

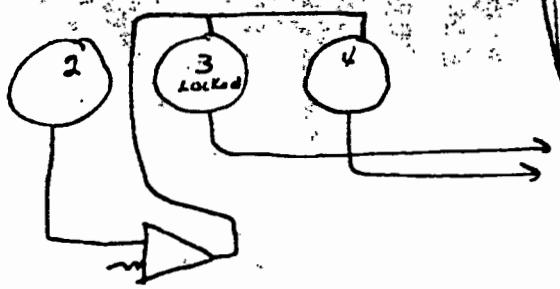
Seg. to int.

Sine/cosine .. @ 3

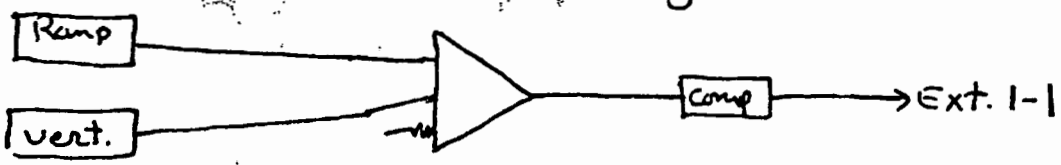
Osc 2 — use to fatten up 3

Rotate - section ...

Osc 3+4 amp. will control size of curve



Blanking - 1 section

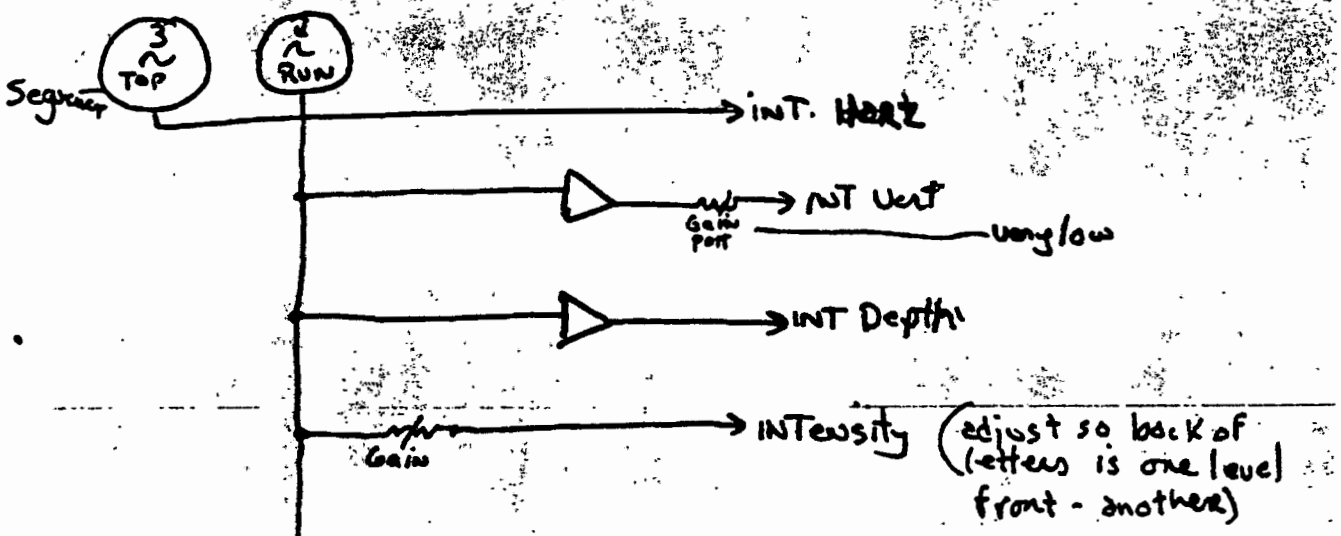


Wipe will blank on both section...

Coke Roll @ Depth

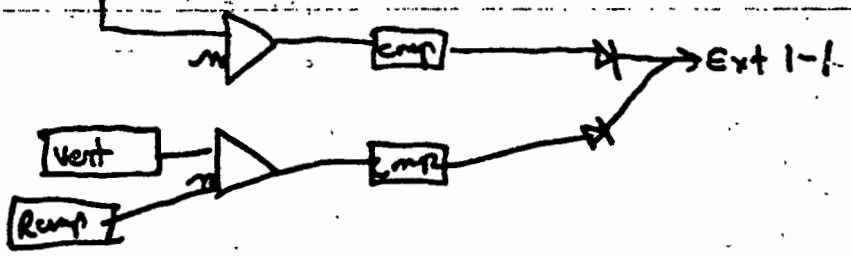
90°

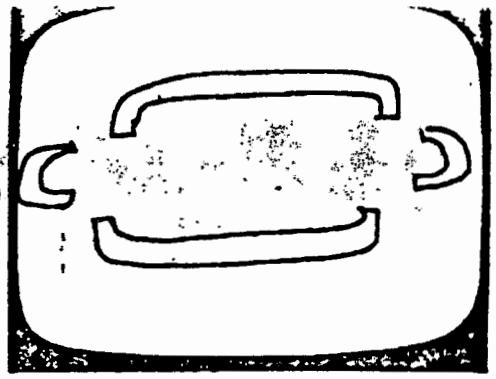
Fold to a line



Blank off back part.

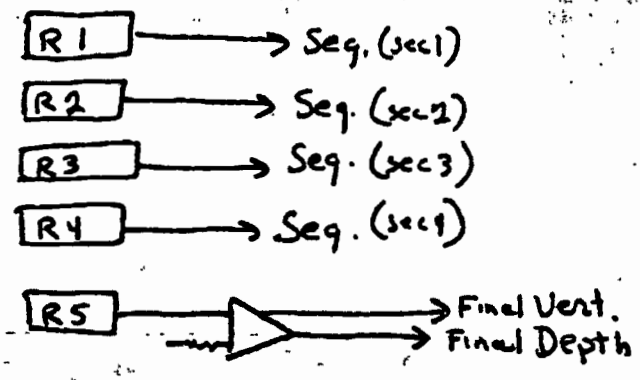
a.

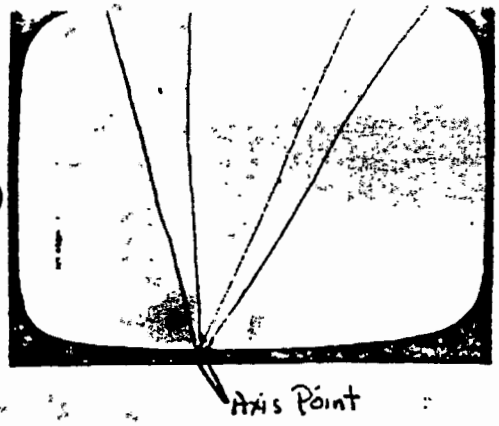




Pieces assemble seperately
then all move up together
(same spacing)

1.) Int to Final
2) All sections to a dot
3) @ Final vert+horiz center all dots
4.) Bring up depth to proper size
5.) Set positions @ axis



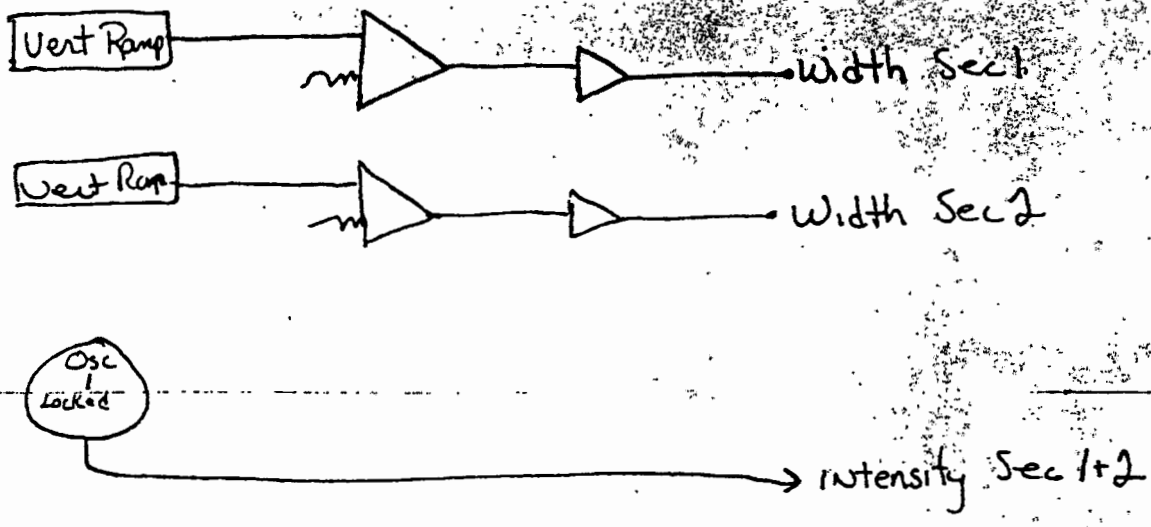


Search Lights

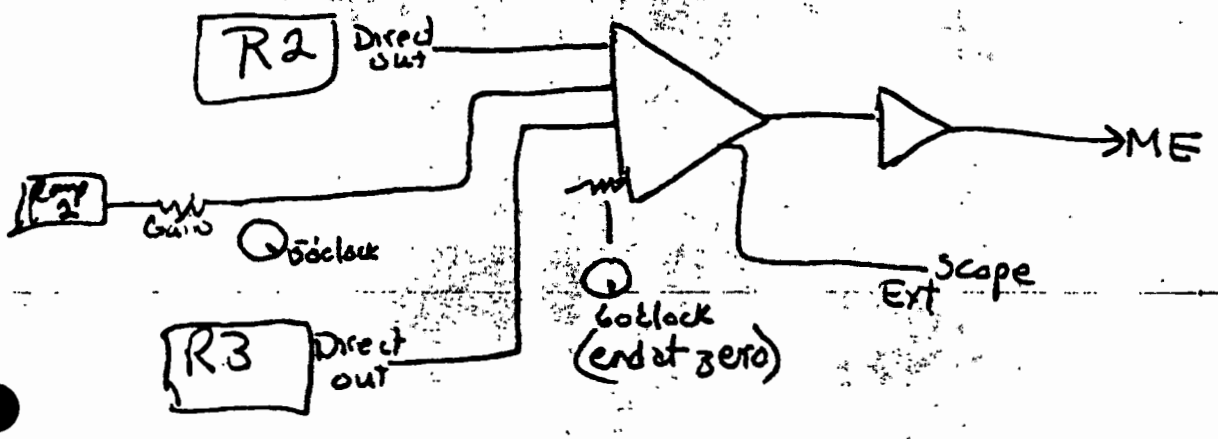
2 Sections (more possible)

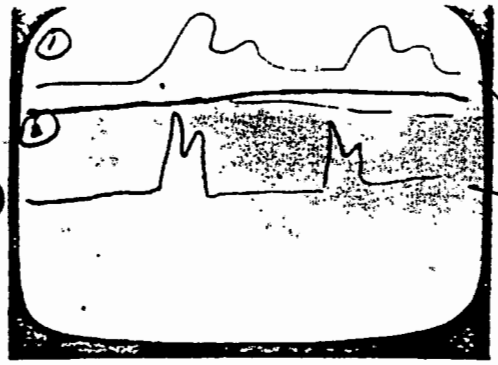
Set int + final ϕ
then cont. osc.

(very) Soft focus on CRT + Scan Camera



Multiple Ramping of ME





Heartbeat Pulse

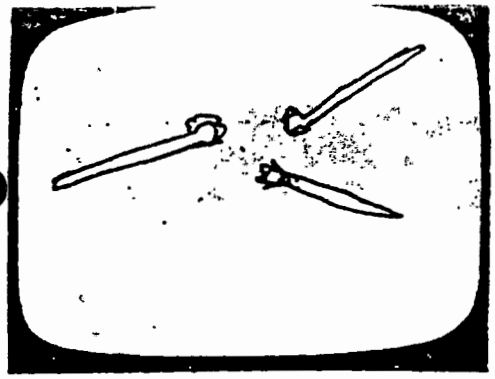
Raster to a dot,...
Animate with trails...

2ways – 1) Audio Modulates Vertical
2) Audio Triggers Exact which sends Pulse
(in both Exact triggers pulse(Hertz))

EXACT
RUN
Amp 0-5
Time 1 sec
EXT
TRIG in
Ramp out
Final Hertz (cause beat across
RECT
Final vert
LIMIT
(1way)
Audio
Freq Filter
300
Analog Ecc
DBGain 60
Function
Loop Ext
Bypass
Final vert.

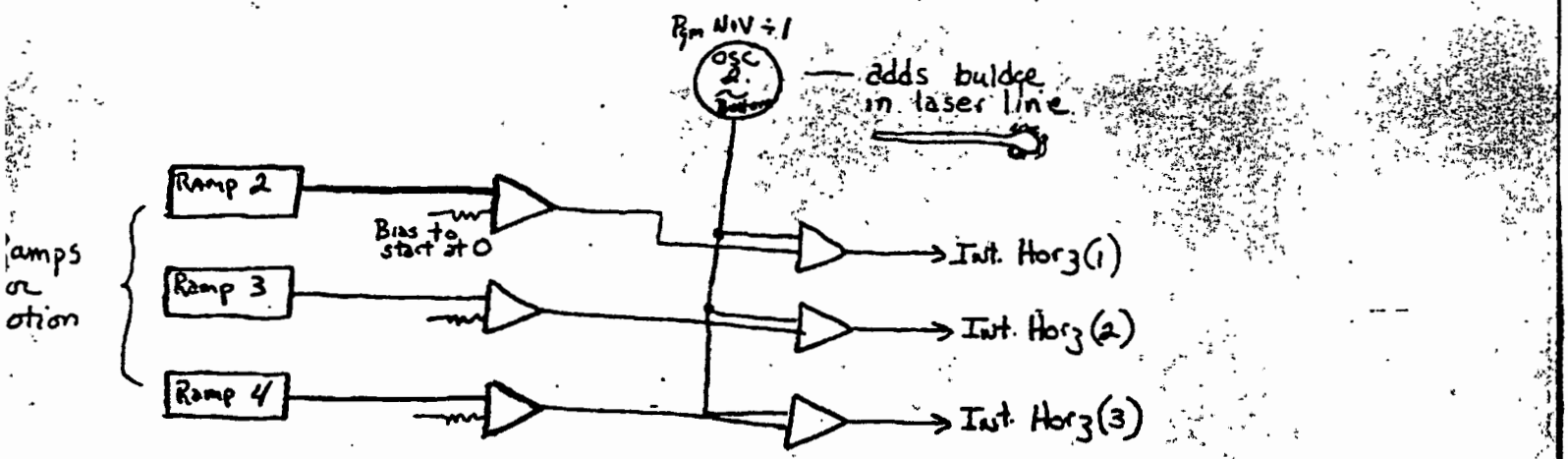
Checkerboard Delay (1 Frame)
(NBC Baseball)

1.) Scanimate has checkerboard matt
2.) FS IN is source (ie CAM 1)
3.) ME 1 ~~CAM~~ SCAN keyed over CAM 1
4) ME 2 SCAN keyed over Aux 1 (FS out)
5) M 3 Mix between ME 1 + ME 2



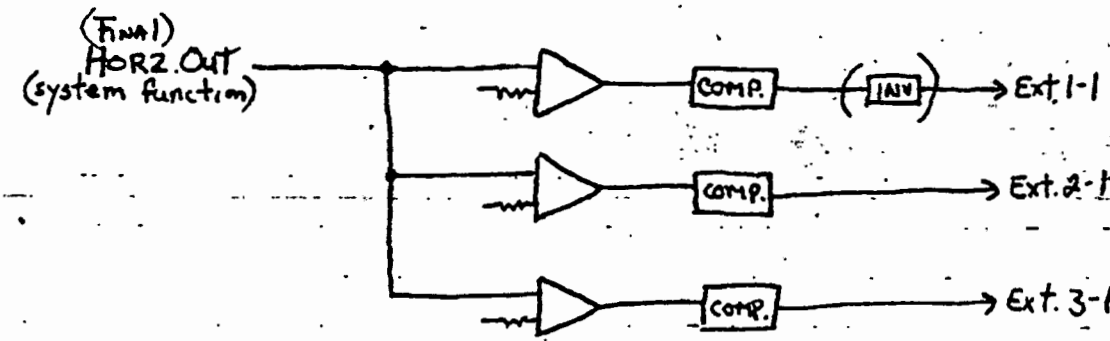
LASER BEAMS
(3 section)

1.) Divide into 3 sections
2.) fold to a line
3.) Rotate for proper 4

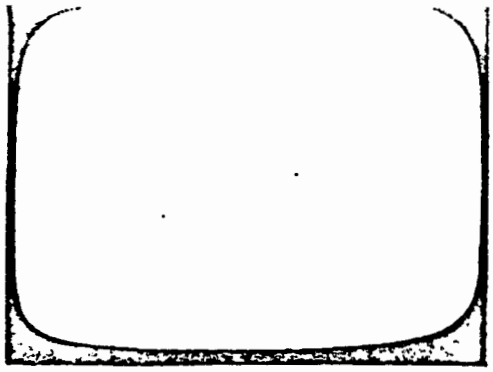


amps
or
otion

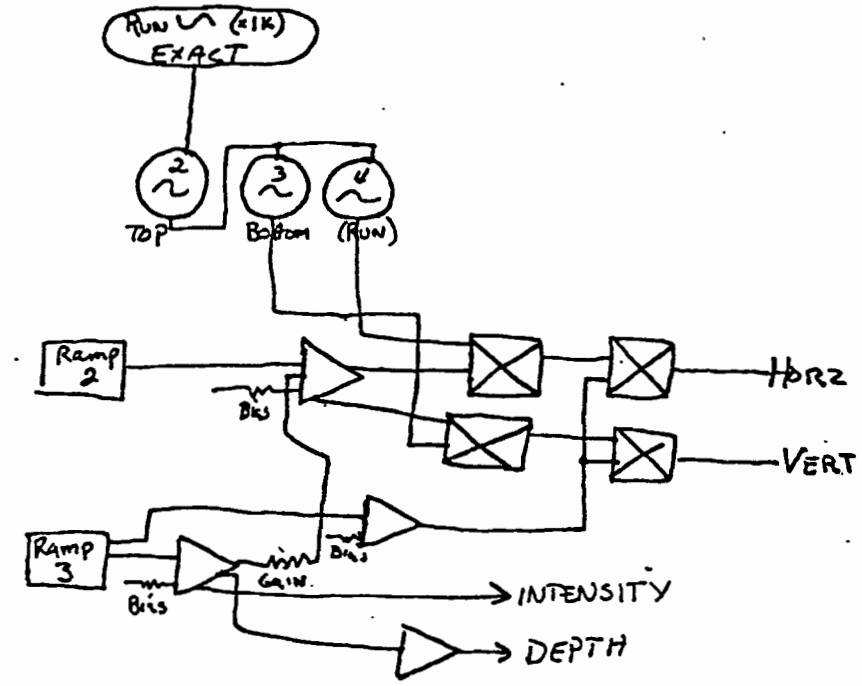
BLANKING

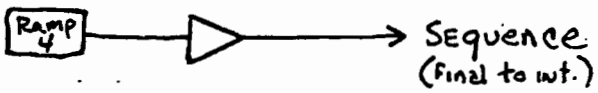


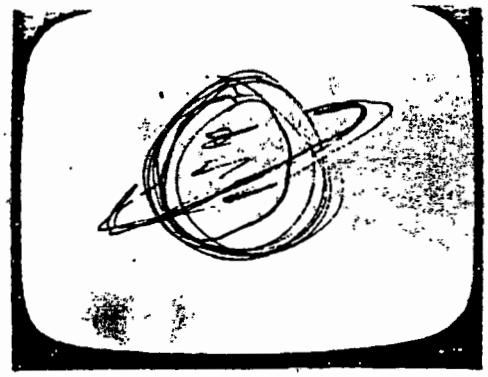
Set bias so final horz determines window into which lasers disappear



- start at dot
- Animation starts
- Animation zooms out
- Animation Resolves to word
- Word Zooms to a dot







Good Globe @ ring

Fine1 to Int.

Length to a line

(Rotate 90°)

(Rotate for tilt little less than 90°)

(Adjust width - osc 2 + osc 1 for roundness)

osc 2 - controls side to side thickness } when rotated

osc 1 - controls top-bottom thickness }

Scan1

Freq - Fxd - Amp - Fxd: 2 - 3 - ampl. all way down

1 Bottom ~ | 2 Bottom ~ | 3 Run ~ | 4 Run ~

(For osc 3+4 try putting in ~ position)

Bits (at socket)

INT. Vert.

INT. Horz

GUS.

ME 1 Scan 1 Key Ext-1 Key not Audio

Scan 2

ME 2 Scan 2 Key Pattern Limit Ext 4 Audio

Eff-1

wipe 40 soft

ME 3 Pattern Limit 3 Soft

Eff 2 (background) Mix

Ramp → Sqz (Fine1 to Int.)

Vert Ramp

Com. → Ext. 1-1

Com.

Ext 1-1

Enable / Ext 1-2 / Blanks off

Rings Freq - Amp - Scan 2 - Fxd. - down - down

Osc 2 Bottom ~ | Osc 3 Run ~ | Osc 4 Top ~

Spaghetti Rotating @ length almost a line

not Vert. turned down very low for slant

(with art work cam Russ's lady Soft Focus + astro sparkle less) (Rotated also)

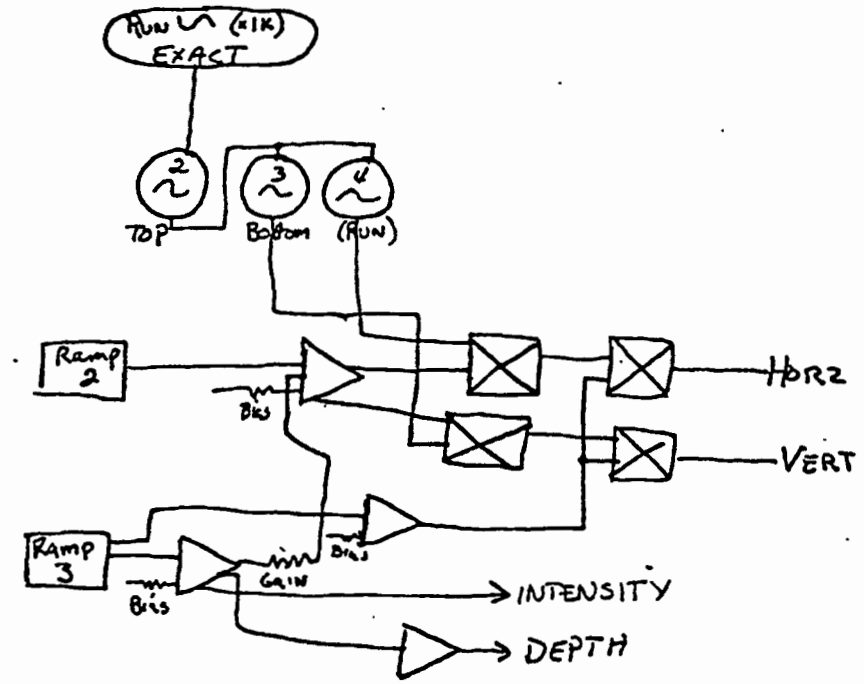
Bits all clock

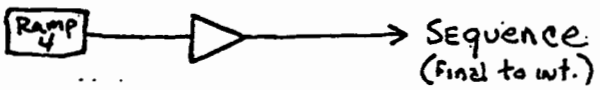
INT. Vert (angel pos)

INT Horz

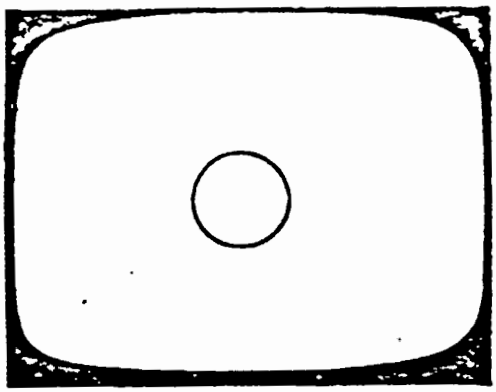
1-1 Enable | 1-2 Ext | 1-3 Enable | 1-4 Ext

- start at dot
- Animation starts
- Animation zooms out
- Animation Resolves to word
- Word Zooms to a dot

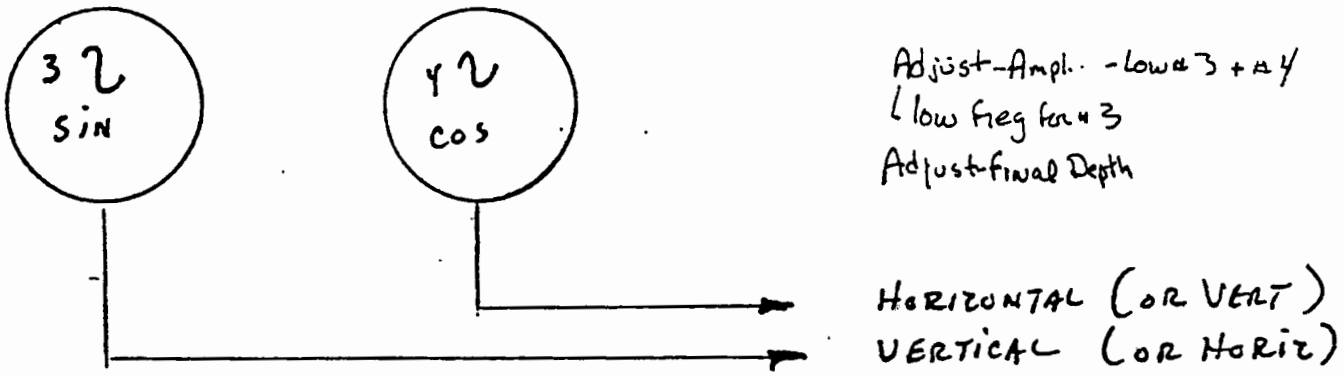




BASIC SIN/COS PATTERNS



DIRECTION OF SCAN ⟷

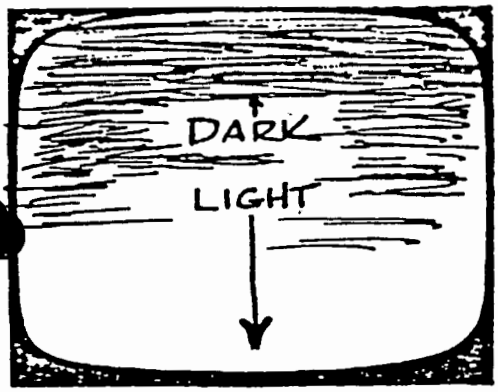


WITH OSC. SET IN ∿ PATERNS ARE ROUND OR ELLIPTICAL
WITH OSC SET IN ⩛ PATTERNS ARE SQUARE (DIAMOND)

ADDITIONAL PATTERNS ARE DEVELOPED W/ OSC 1, 2, & 5 MULTIPLIED THROUGH #3 & 4.*

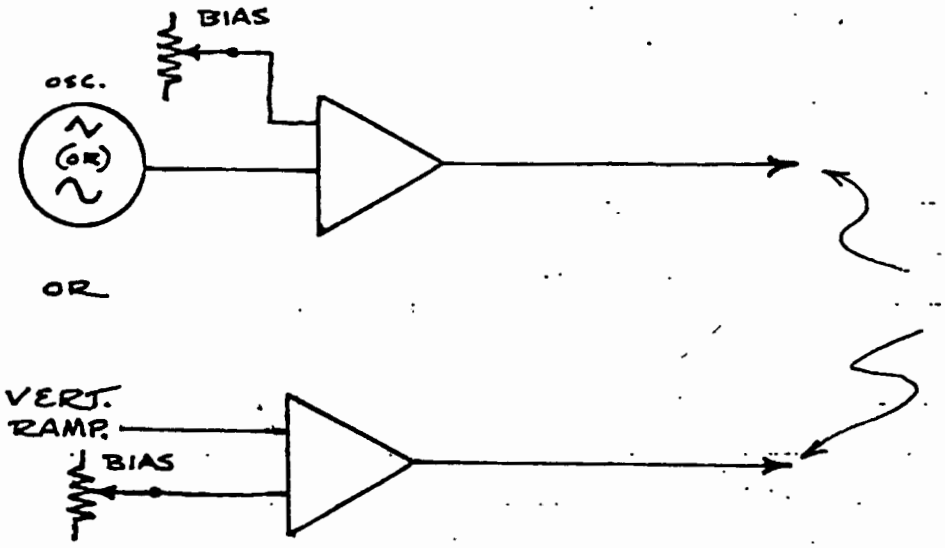
MOTION IS PROVIDED W/ RAMPS

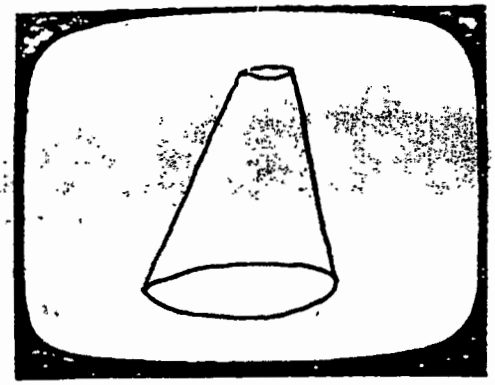
→ By adding Osc 2 into Osc 3 + changing Depth Control (at a fixed) also to 90°



GRADED COLOR BACKGROUNDS

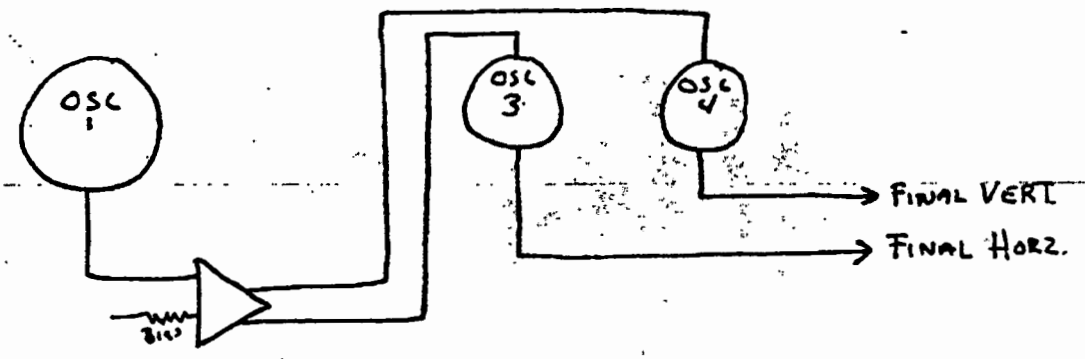
NOTE: COLORIZER "PED.", "LUMINANCE" AND "MIX" WILL AFFECT THIS SETUP (COLOR LEVEL, BLACKS, SATURATION, ETC.)



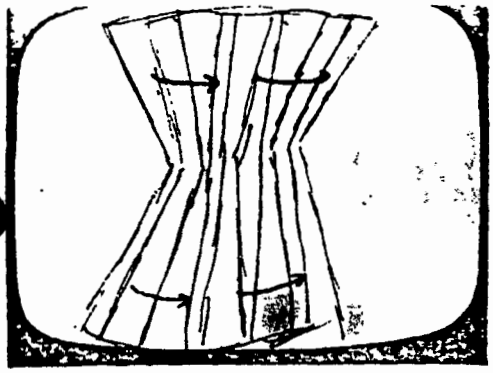


Cone

1. Length To A Line
2. Bring To A Dot (Depth to 0)
3. Sine-Cos pattern
4. Switch to 90°
5. Bring out Depth

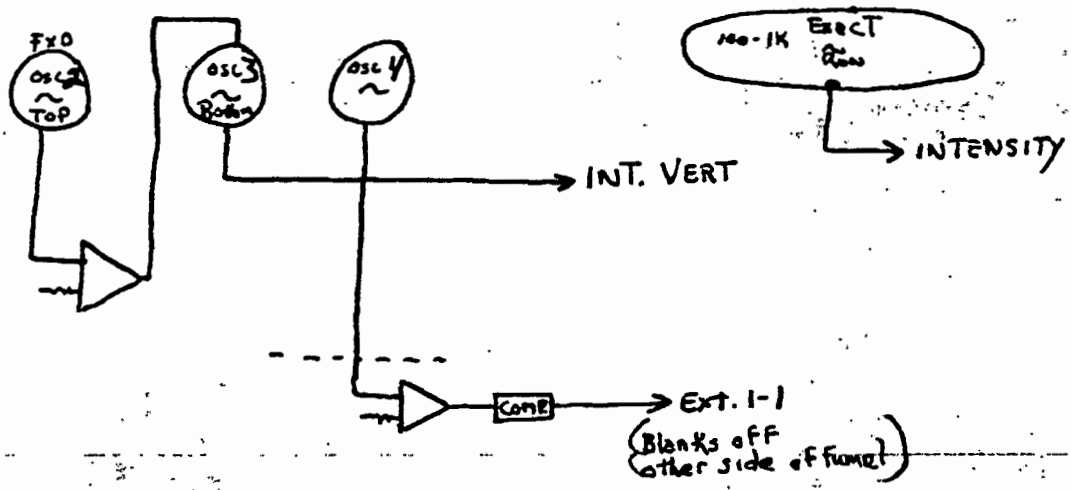


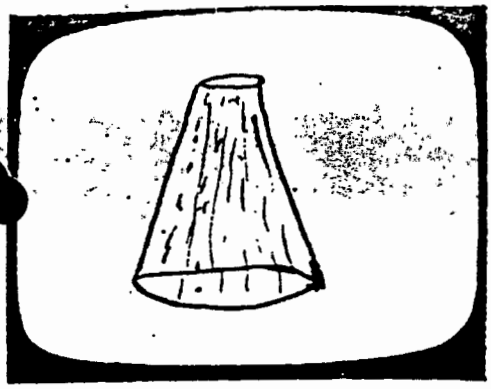
Can Be moved with Axis (Horz or Vert.)
Also can Add Exact to Vert for Ripple
or Add Blanking Feedback



(Hourglass)
Cone @ intensity roll
can be used as Filler

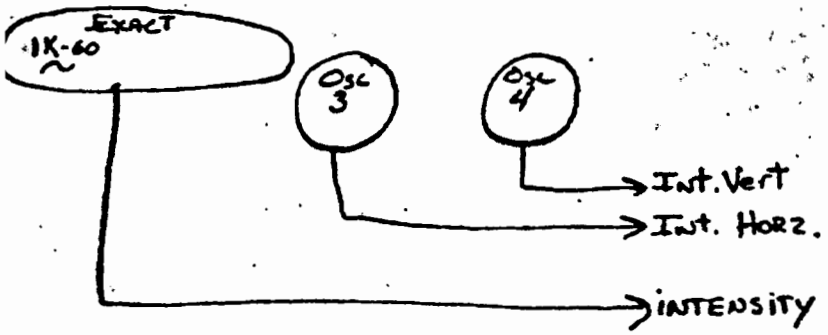
Rotate 90°
Length to a line
make in int.

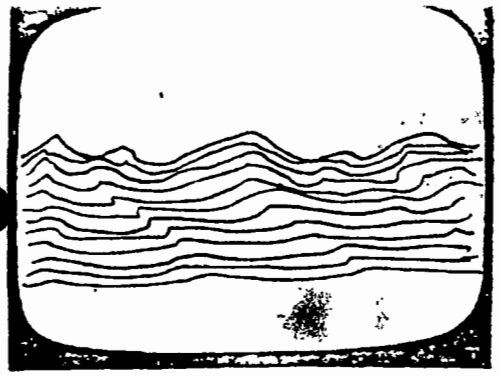




LASER -? Cone... Cone

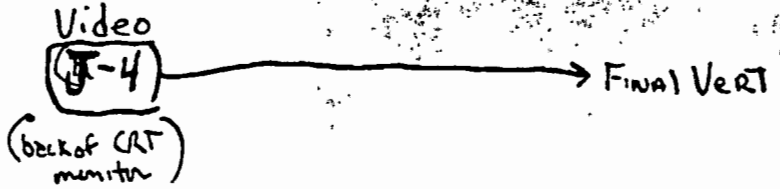
1.) LENGTH TO A LINE
2.) MAKE AN ISTHEL SINCE ROTATING CONE WILL KEEP IT ON AXIS





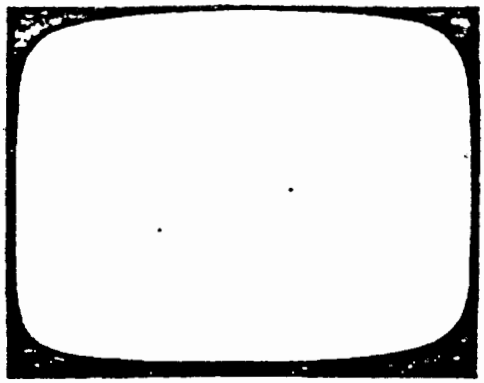
(one step beyond watcher in the woods)

Video into Ued. / Mountain terrain



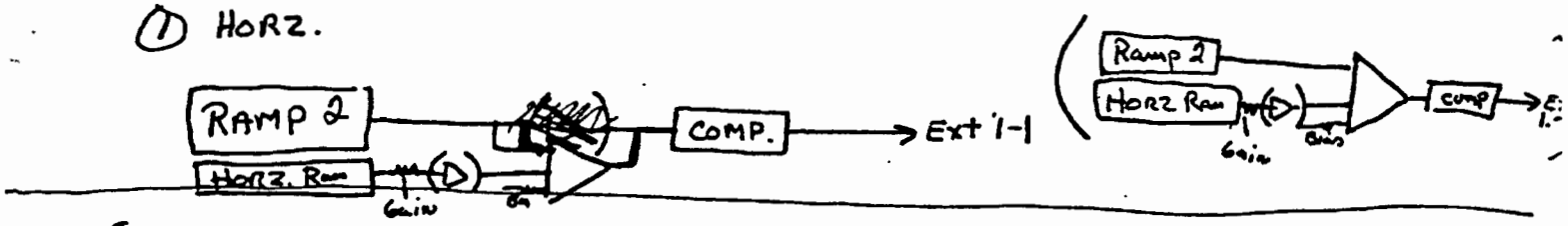
IF video input from pick-up camera it could be slitscaned or otherwise affect

OR input could be posterized (ie output input from studio camera, VTR or other scan (ie on a slit screen)

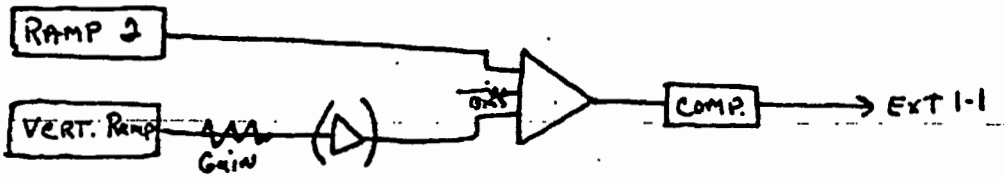


Wipes with Blanking

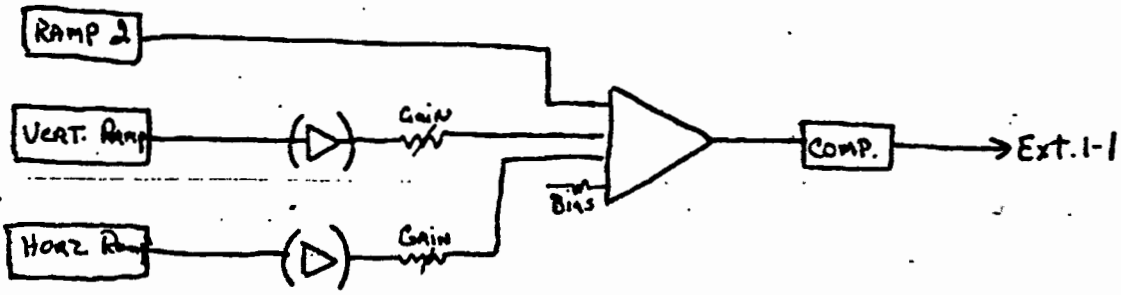
① HORZ.



② VERT.



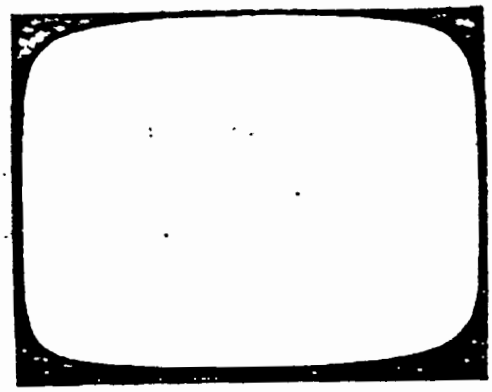
③ DIAGONAL



NOTES - FOR HORZ. + VERT Wipes

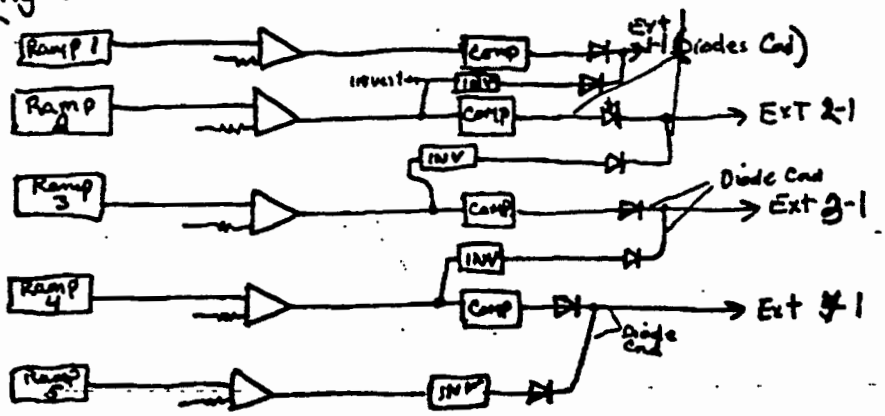
INVERT VERT OR HORZ Ramp
for opposite Wipe Direction

INVERT Sum Amp out
OR Comparitor (thru Digital INVERT)
for opposite BLANKING



Blanking On and Off different section using diode patch cord

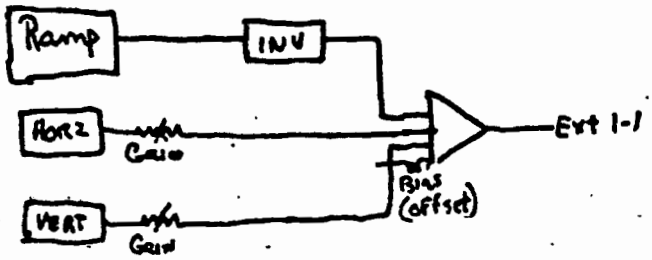
Seperate Blanking P.P.

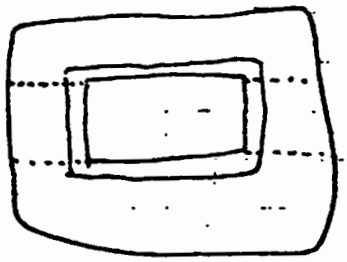


Blanks on (Ramp 1 - Sec. 1)
Ramp 2 - Blanks - Sec 1. off turns Sec 2 on
Ramp 3 - Blanks Sec 2 off turns Sec 3 on
Ramp 4 - Blanks Sec 3 off Sec 4 on
Ramp 5 - Blanks Sec 4 off

all sum amp are offset..

?



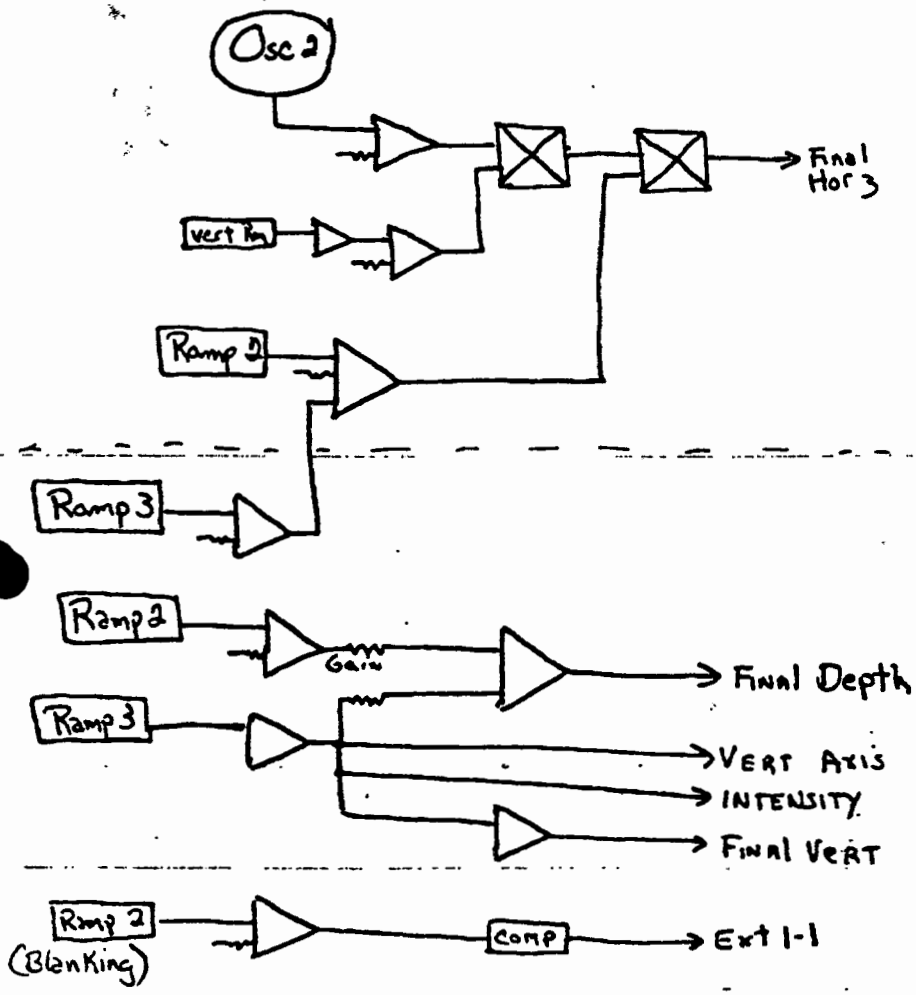


BLANKING off RASTER around RECTANGLE (1 section)

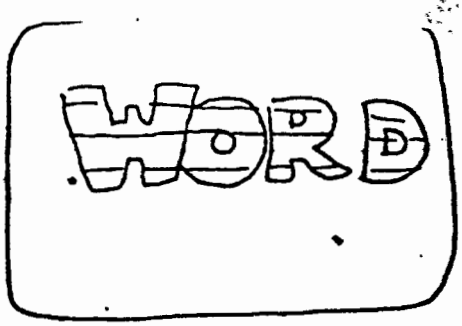
DIVIDE INTO 3 section

with Horz + Vert Blanking blank off unwanted raster

start at Dot
Grow Big (with stretch)
then snaps to medium size
(all in one move)

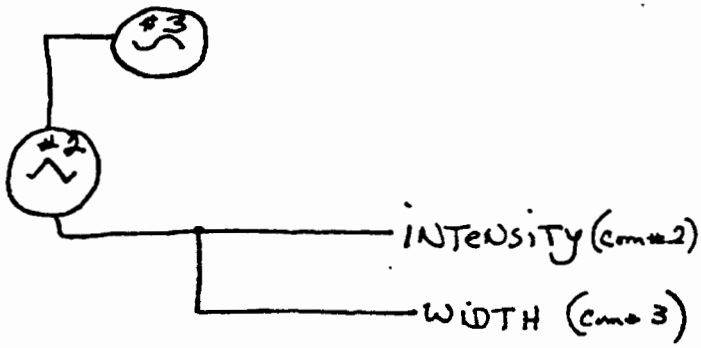


Flicker or Lines Thru Word



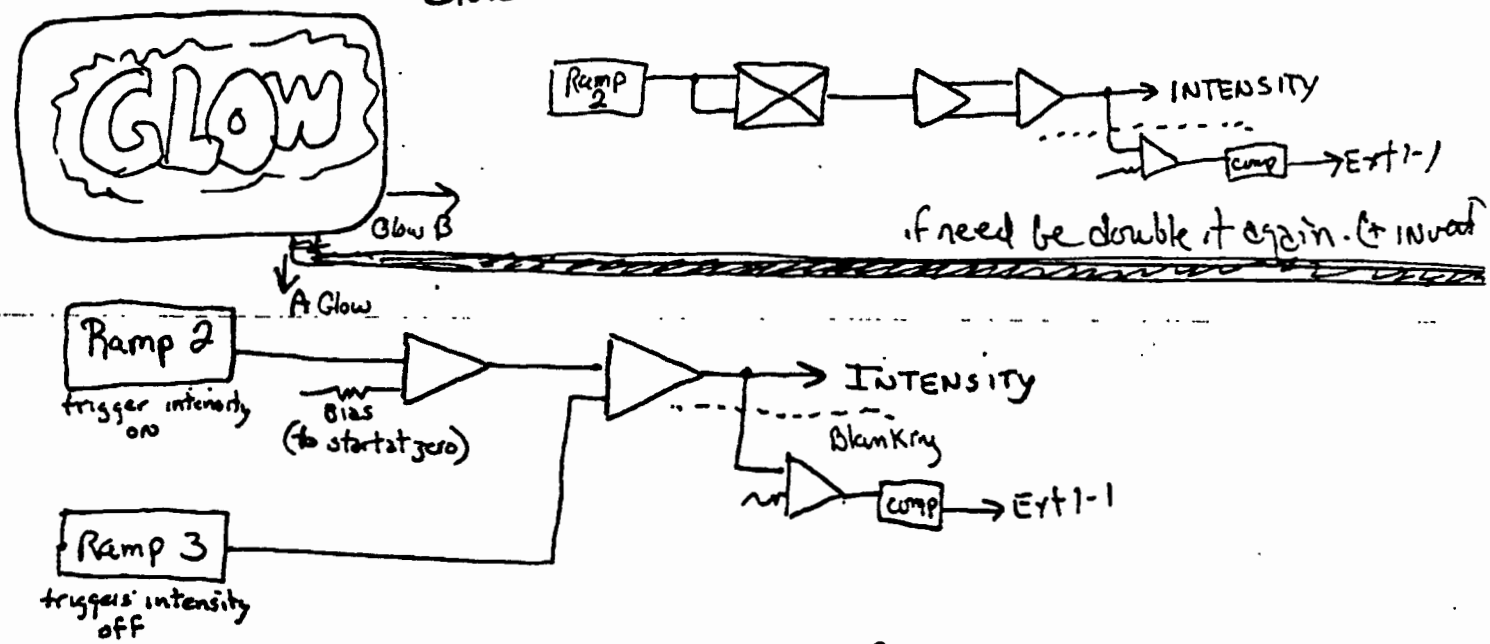
Glows

see below



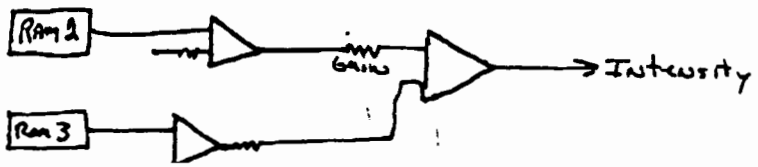
Also adjust with colonizier (for Level Dectectors)
└ AND overall intensity (scan control)

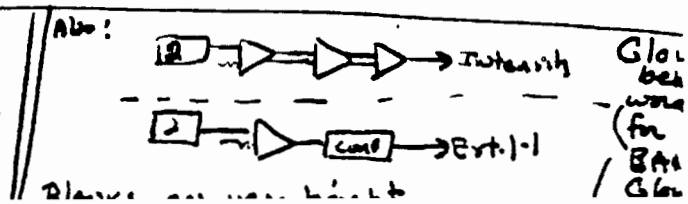
Glow

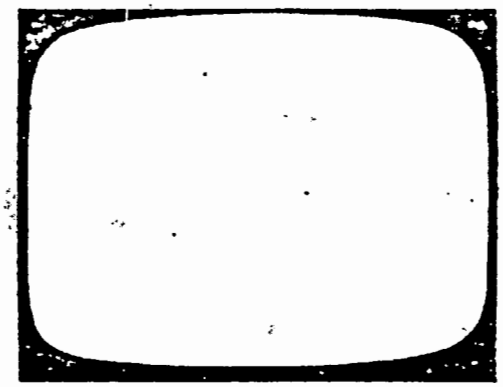


Put tissue paper over CRT
Also put scan cam slightly out of focus

Glow A allows you to chose Rate on then @ Ramp 3 chose Rate off





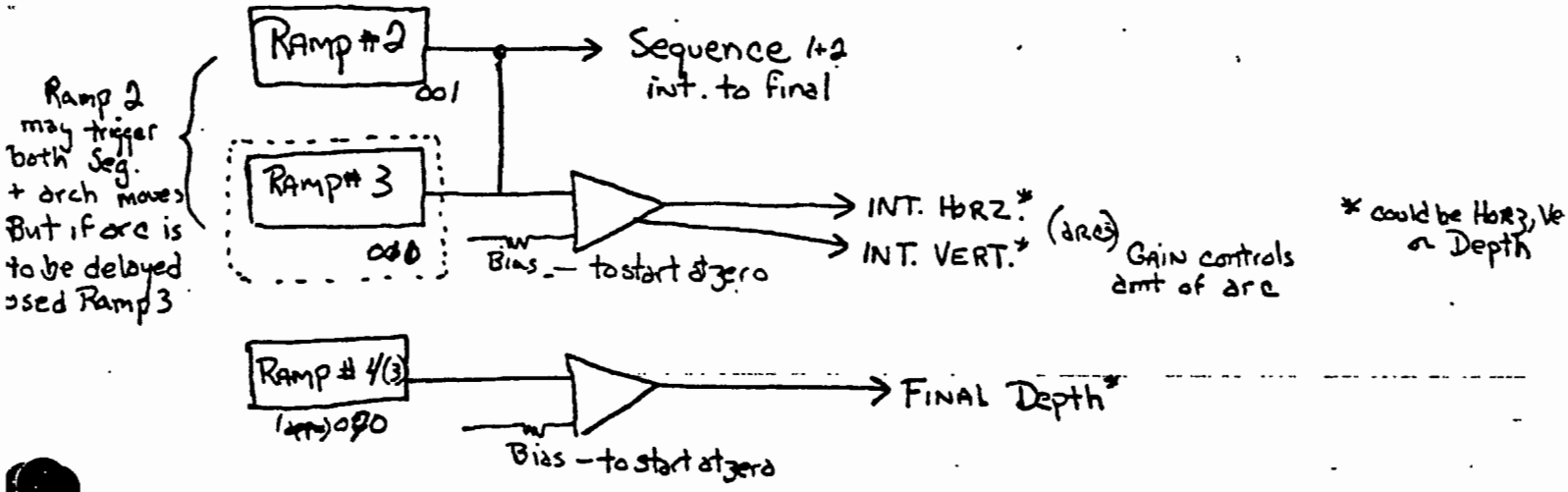


2 words....(2 segments)

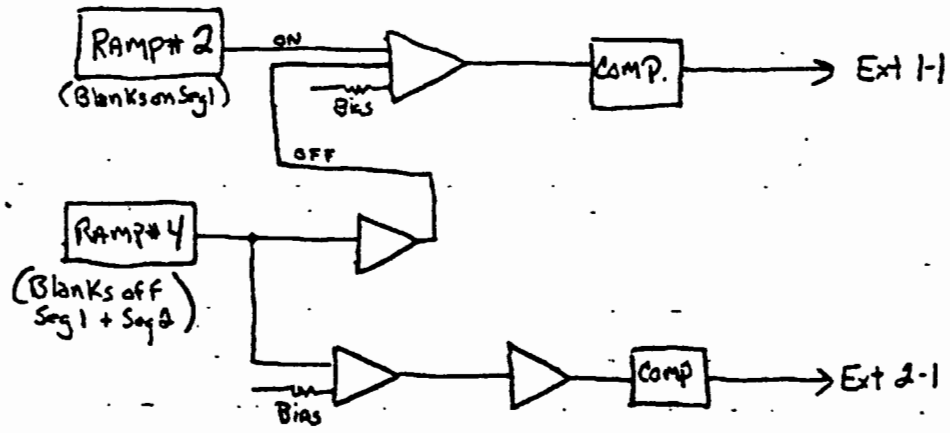
One ~~does~~ comes from a dot @ a horz arc

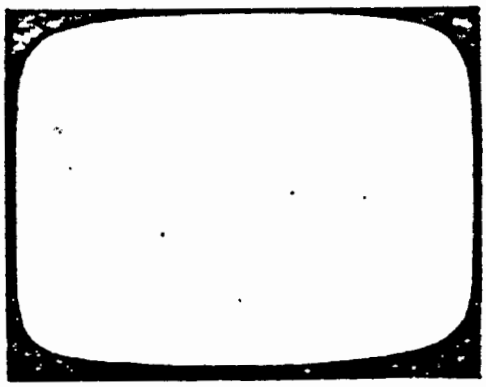
one from large @ a vert arc

Both to center....then both to a dot

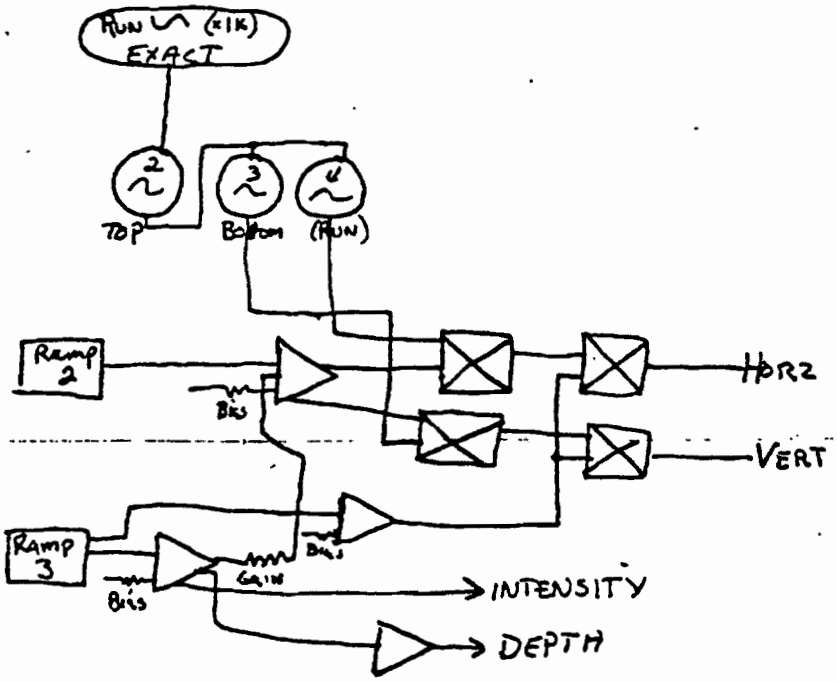


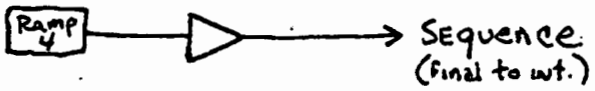
Blanking

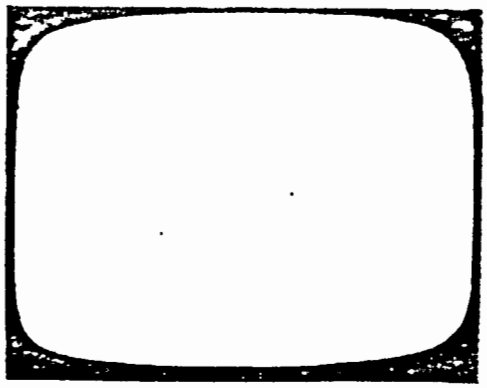




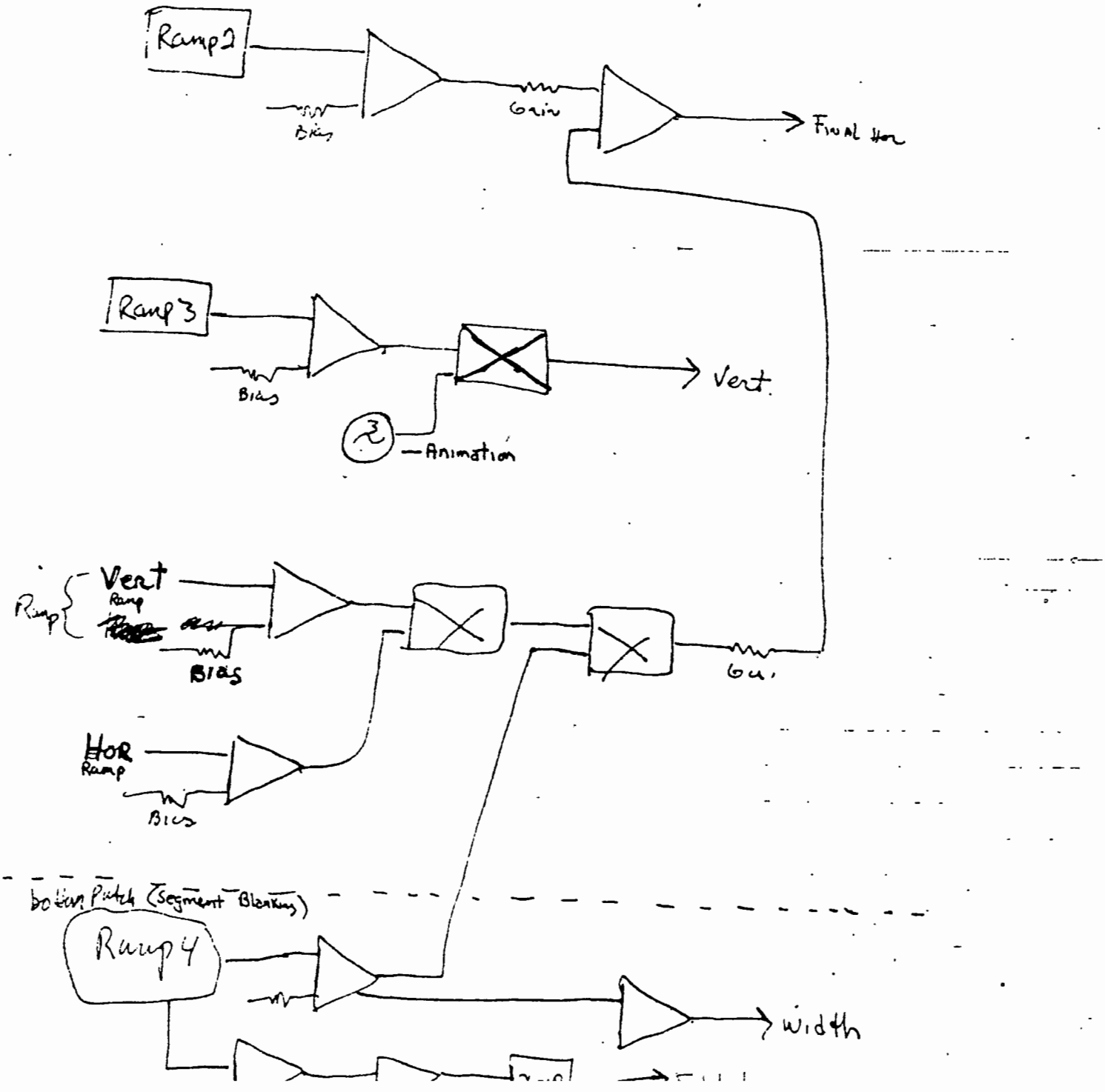
- start at dot
- Animation starts
- Animation zooms out
- Animation Resolves to word
- word zooms to a dot





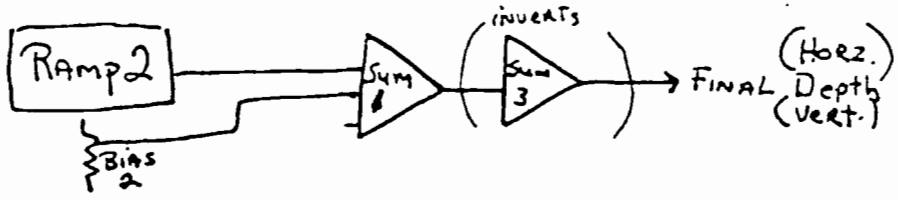


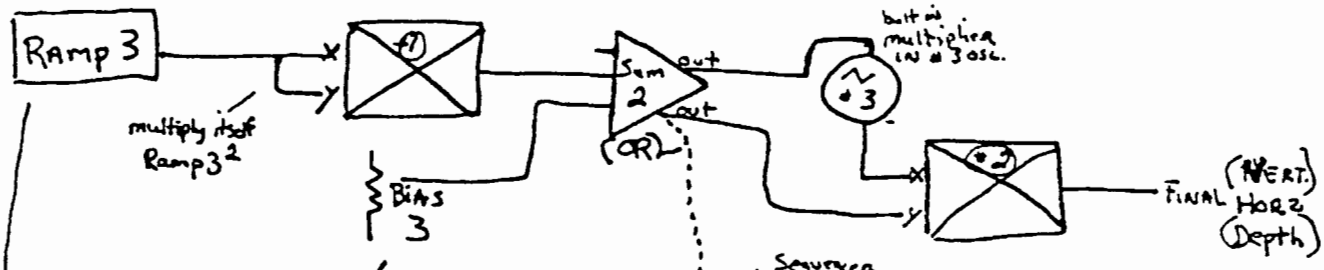
Word in from Side Oscillating
Oscillation Resolves off
Word then folds to a line with perspectiv



Oscillation of Raster in Ext. Sequence

(1) Adjust Sequence so final position
(2) Build Bias Ramp #2 for movement int to final
Or Bias at final position (det by Scan Control)
for int. position use appropriate path (comm. change switch)

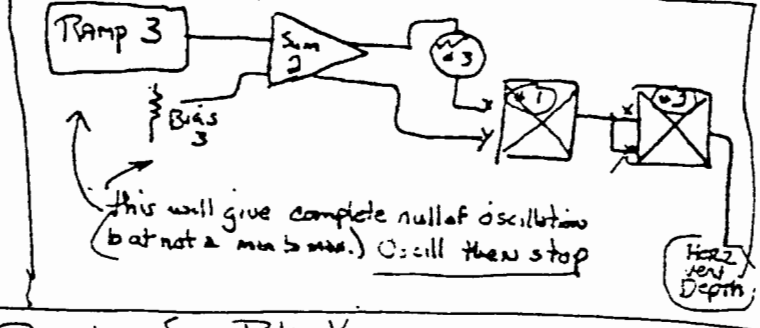




(Ramp3 depending on Start set* will set off oscillation which will go on then off (min-max) again (or by bypassing osc. can make another move + then back again)

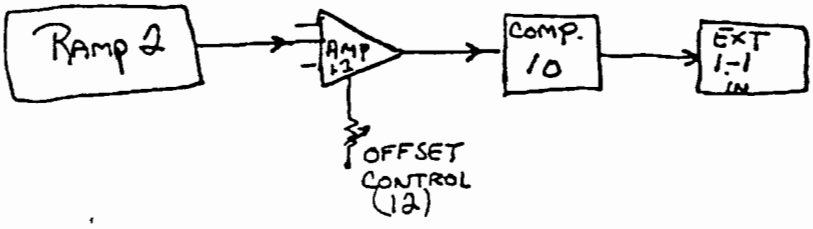
Adjustment of this Bias* will null out Osc 3 for final position (or Bypass move)

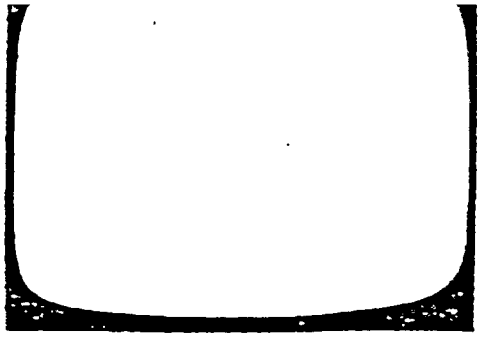
(Bypassing Osc.. To RASTER will (int. to final Ramp 2) then Make another move + back to original position



* Can be made to happen during int to final move of Ramp 2 or after it.

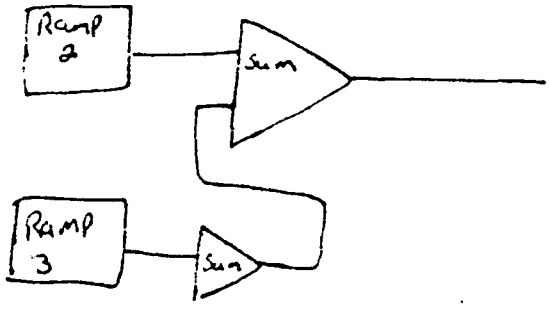
Also for blanking off dott Patch Panel Seq. Blanking





Morph
From final to initial then back to final

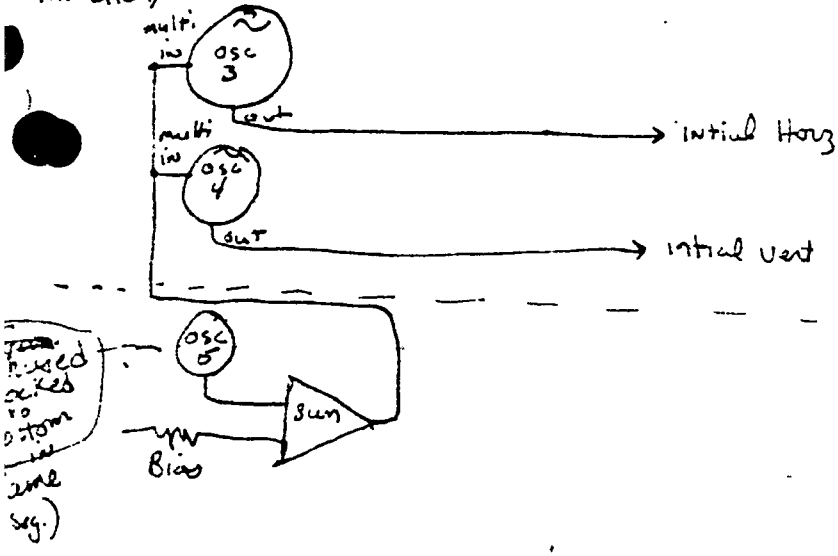
Sequence commutator is the bias (to make sure in final turn on Horz Osc. adjust sequence



then Ramp 3 seeds it from initial to final

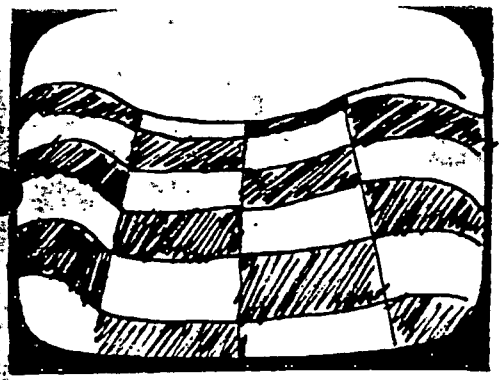
also

(Animation)



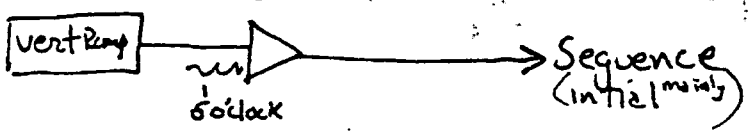
(Basic Sin/Cos Patterns)
see previous notes

the key to scanimate is learning to engineer the shape of waves.

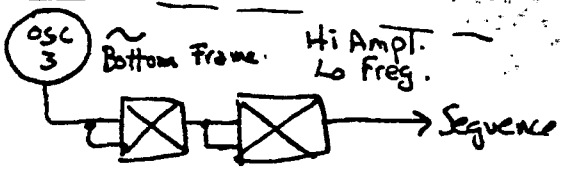


Checkerboard, slitscan like..
Road or mountainous plane.
(OR simulated abstract piano keys)

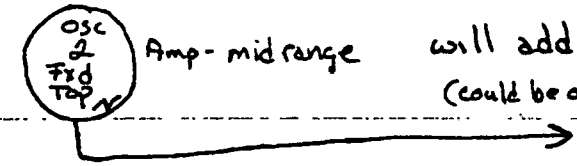
(1) (Preferable way)



(2)

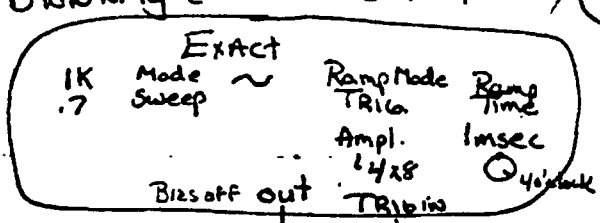


Also for changing shape
Int. Oscillator
Horz - (left frame) Fast Vert. (Top frame) Low freq. Depth D-2 (frame) low freq

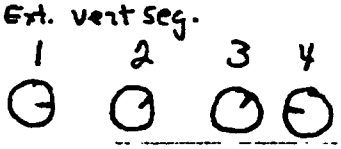


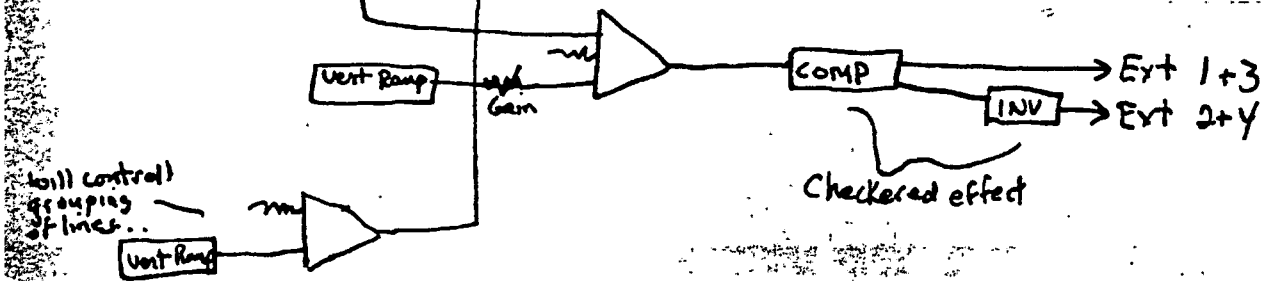
without have flat plane)

Blanking (see lines @ perspective) (for both 1+2

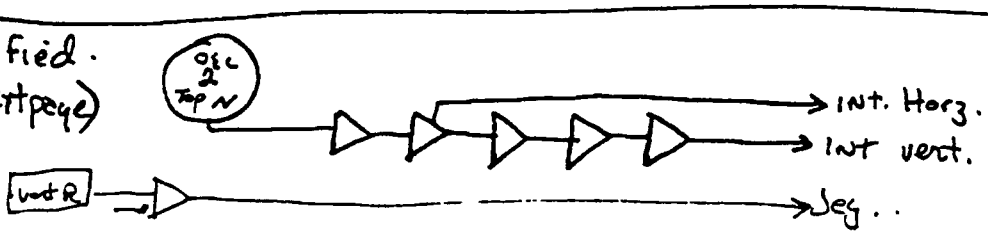


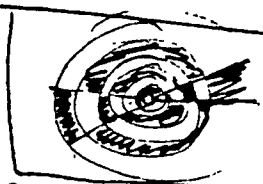
Ext. vert seq.
1 2 3 4





Modified.
(see next page)



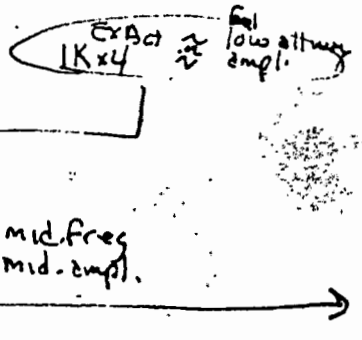


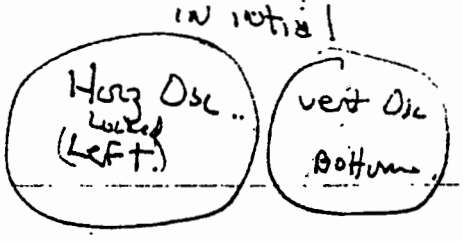
Circular Slit Scan
(Disc or Ripples in Puddles)

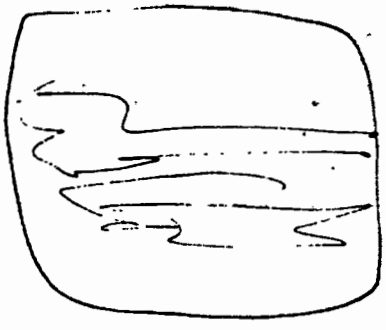
same Blanking) Note Further modified bring on INT. Osc. Vert.

Cloud like Abstract
(see Zoo TV Tape #1 UTRI 1:07-1:19

IN initial
CRT - soft focus — Depth to dot
move with ramp
into final horz + vert
Adjust Osc.







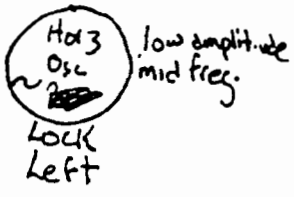
Seq to inst.

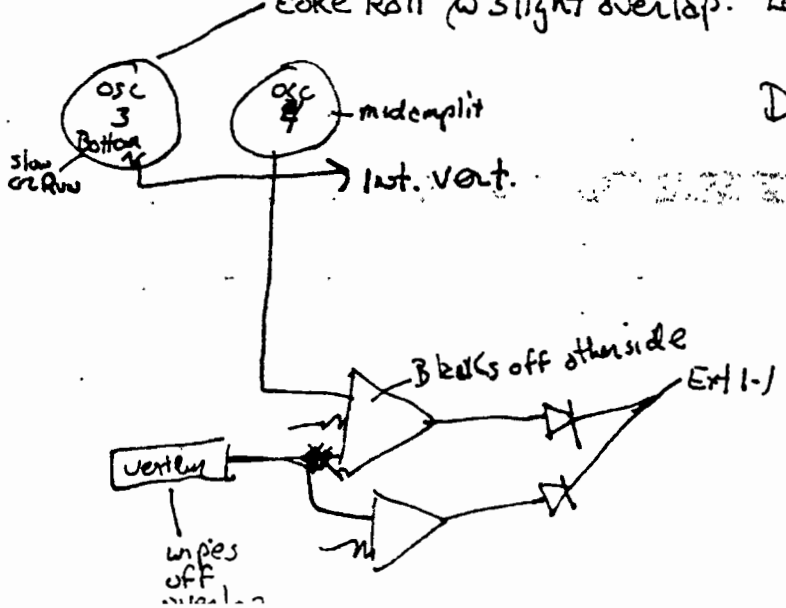
Clouds (constantly Moving)

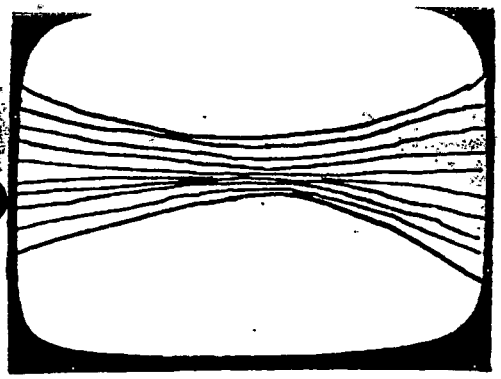
(Rotate 90° + or − a few °)

CRT slightly out of focus
on light box pieces of ~~paper towel~~ small

Coke Roll @ slight overlap. Length to a line
Width to max. or less
Depth little less than max







RASTER Distortion

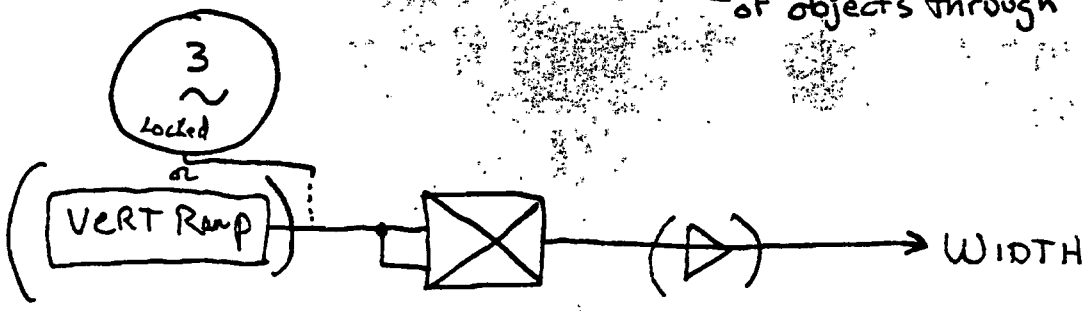
(ie. NBC Olympic Close)

(ART mounted 90°)

- Rotate 90° -

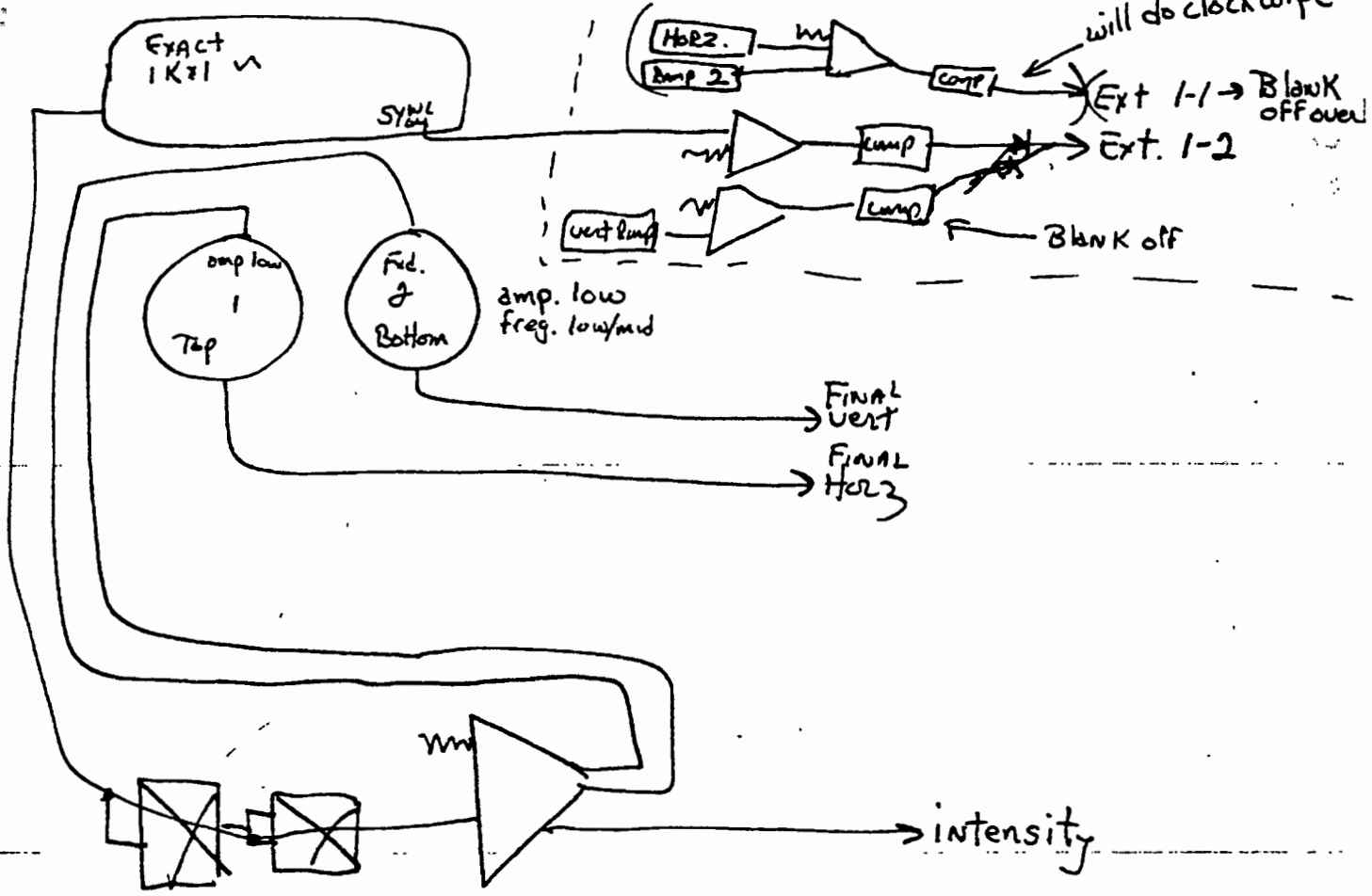
Axis + freq. (of 3) control position + Δ

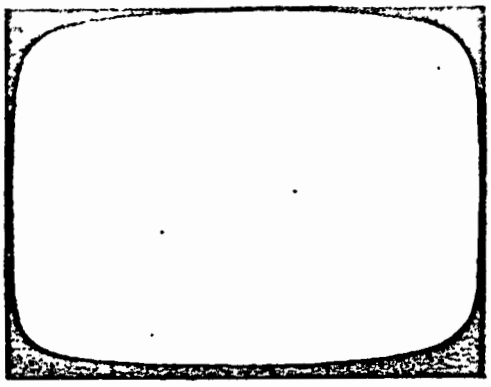
(Posterized will allow movement of objects through)



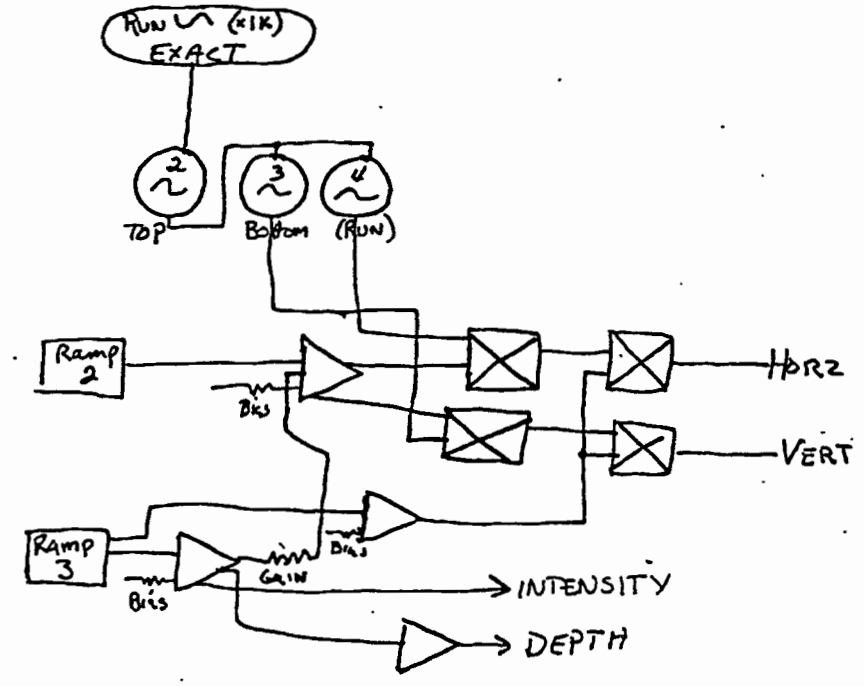
Circuit Oil Scan

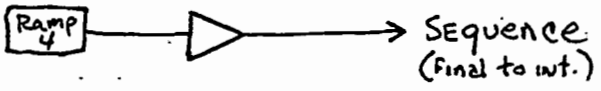
make highfreq sin cosine @ osc 1+2
add cubed Exact

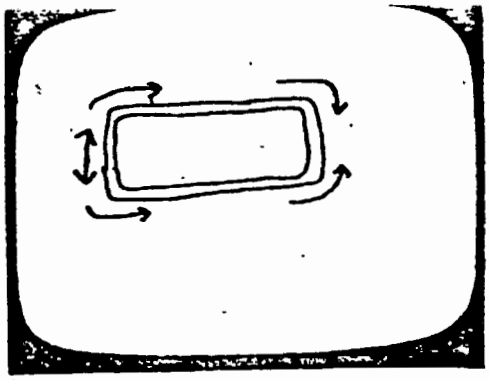




- start at dot
- Animation starts
- Animation zooms out
- Animation Resolves to word
- Word zooms to a dot





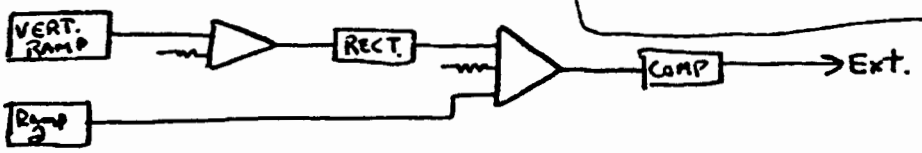


Blowking Wipes (Special) (2ways)

Blanks on wipes on vertical both ways (R-2)
then Hor3 (R-3)
then down Verticlily bothways (R-4)

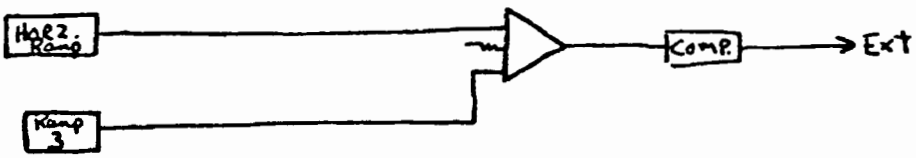
(CAN Be used with special sparkle move)
see 1 sparkle into 2
Special Animation

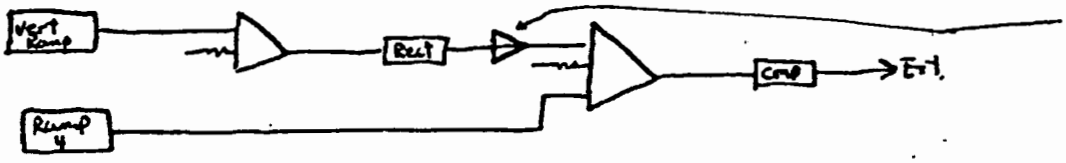
A



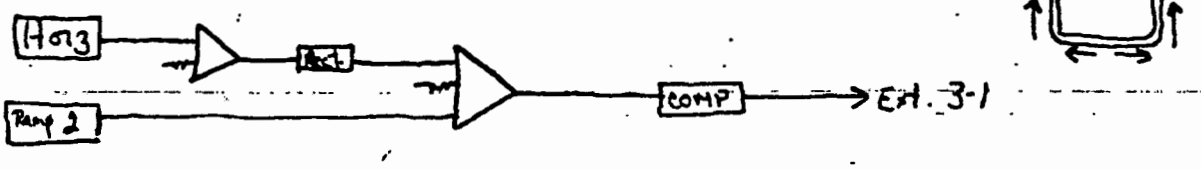
Note: 1st Sum Amp @ bi control offset
2nd Sum Amp @ bi control zero point

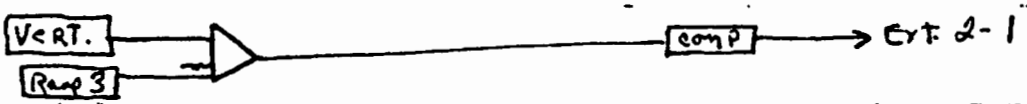
Also make artwork small in Raster (ie. Do Not Fill Screen with it)

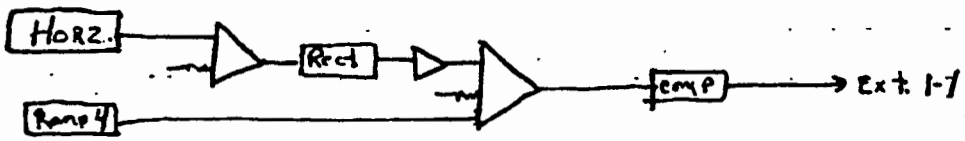


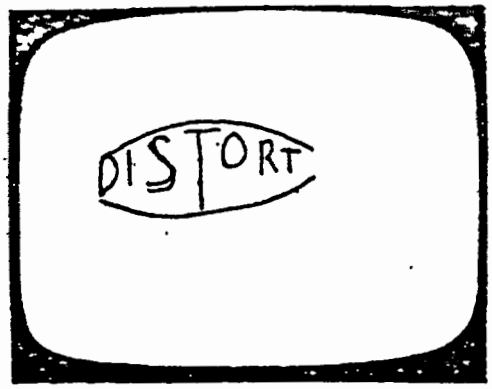


B

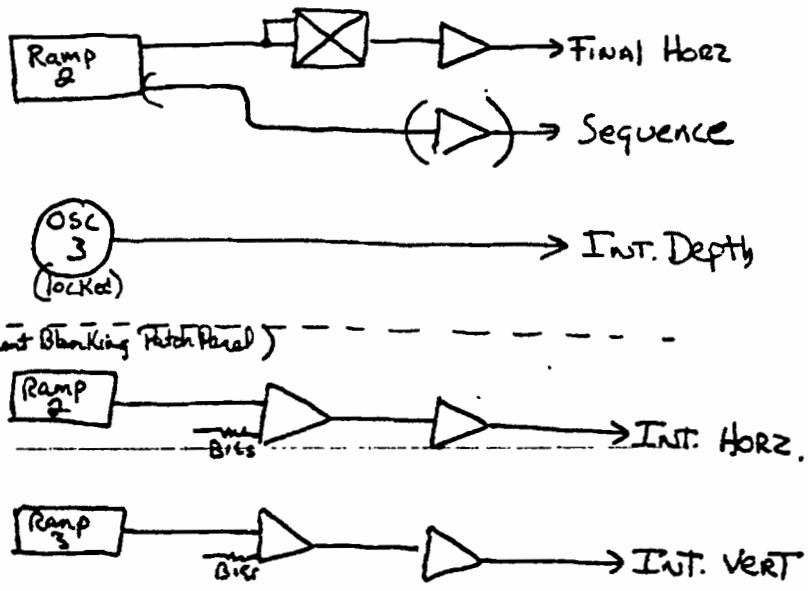


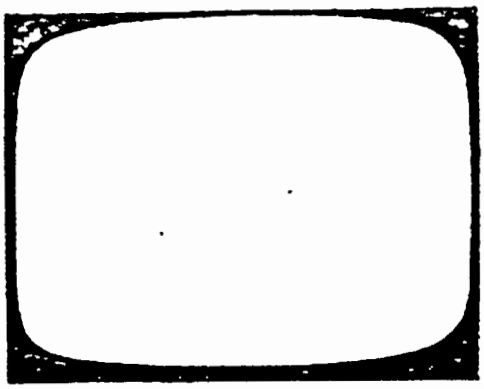






Word starts normal
then distorts
then drops down
(or other)

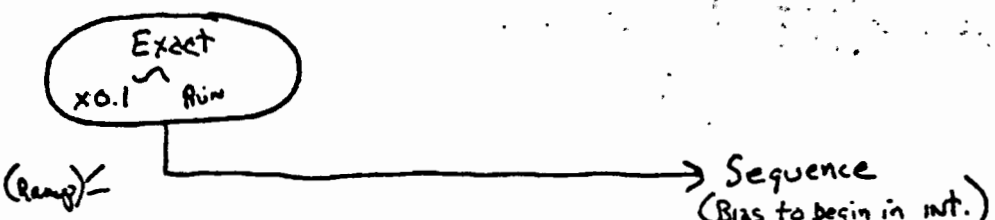


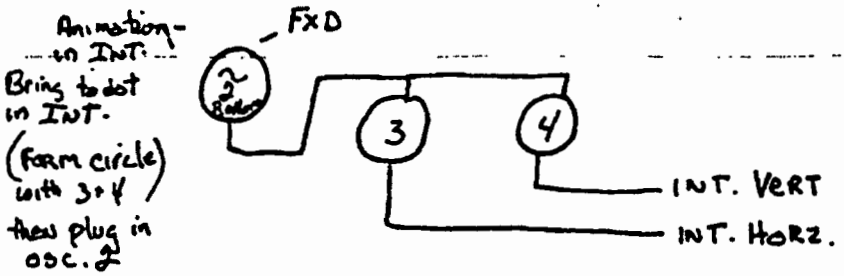


(A) Using Exact as a Ramp
to Repeat Init - Final to Init to final.....
(or Animate - Resolve - Animate - Resolve - Animate ...

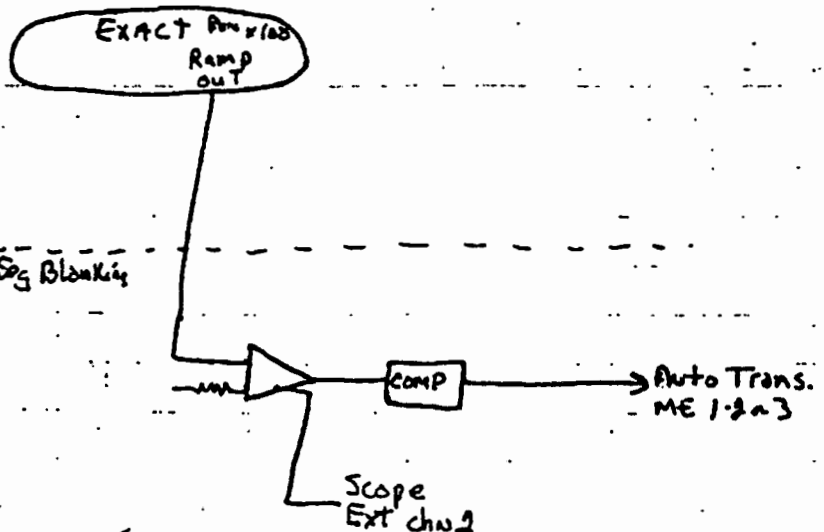
OR (B) Exact to trigger Auto TRANSISTION
Repeatedly

(A)

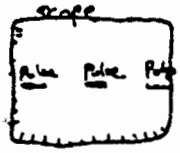


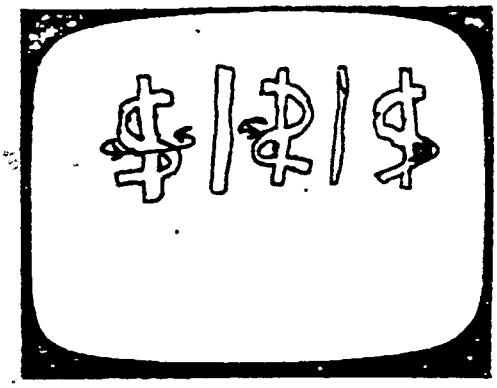


(B)



Con scope set pulses
so they are small and fairly slow



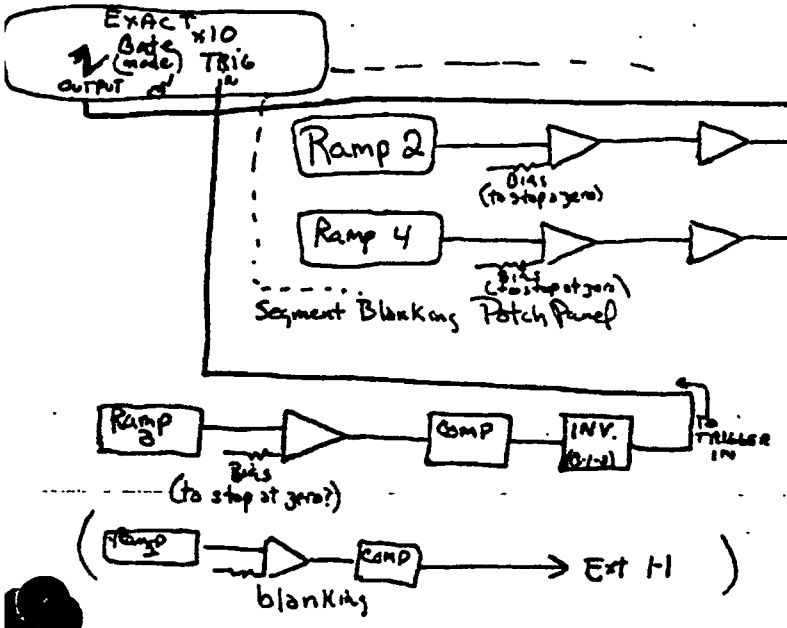


TRIGGERING EXACT

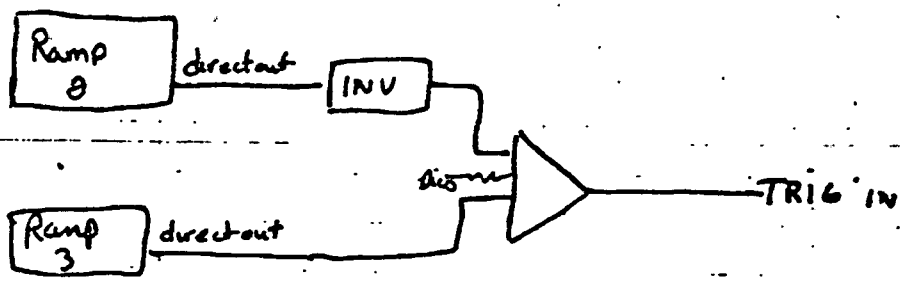
WordonSymbol Spining WidthWise..
200ms up stops spining
then moves up....

Start with WIDTH to a Line
adjuste bias on exact (10'clock position also)

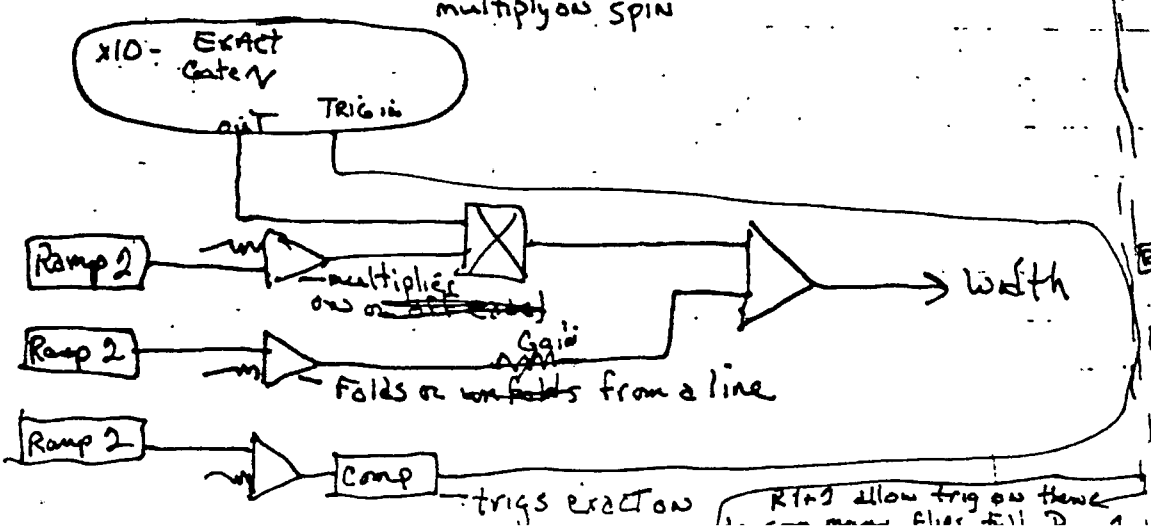
If possible should have maximum and of Width gain... so bring Depth up full... brin down length.... controll width w exact gain pott or when unfolding from a line



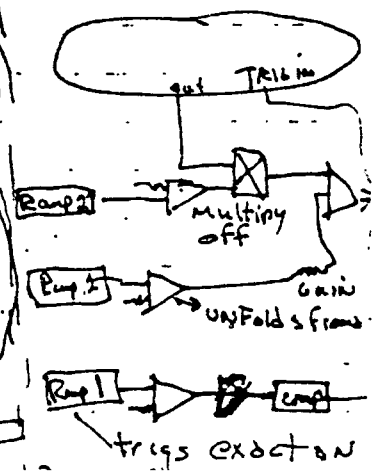
another example trigger on ... trigger off (Ramp 2 starts trig Ramp 3 stops



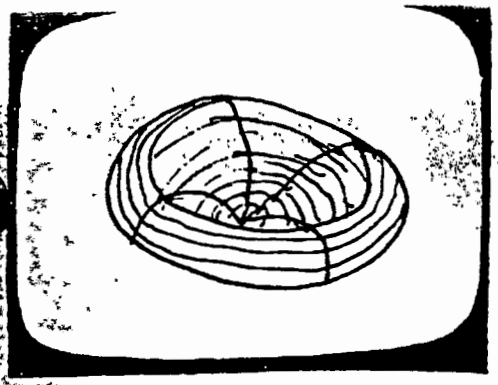
multiply on spin



multiply off



RAMP 1 allow trig on these



Bowl/Tire/ELO)
object... (see checkerboard slitscan modified #2

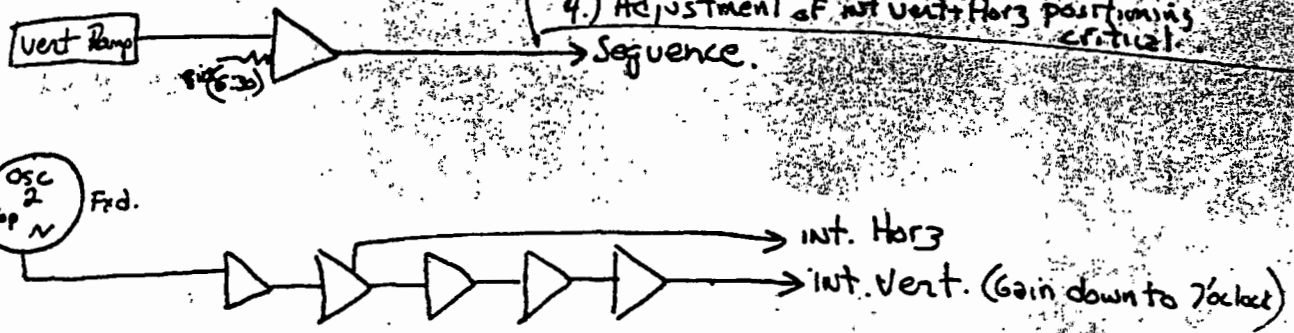
To A Dot...

1.) vert to Sequence.

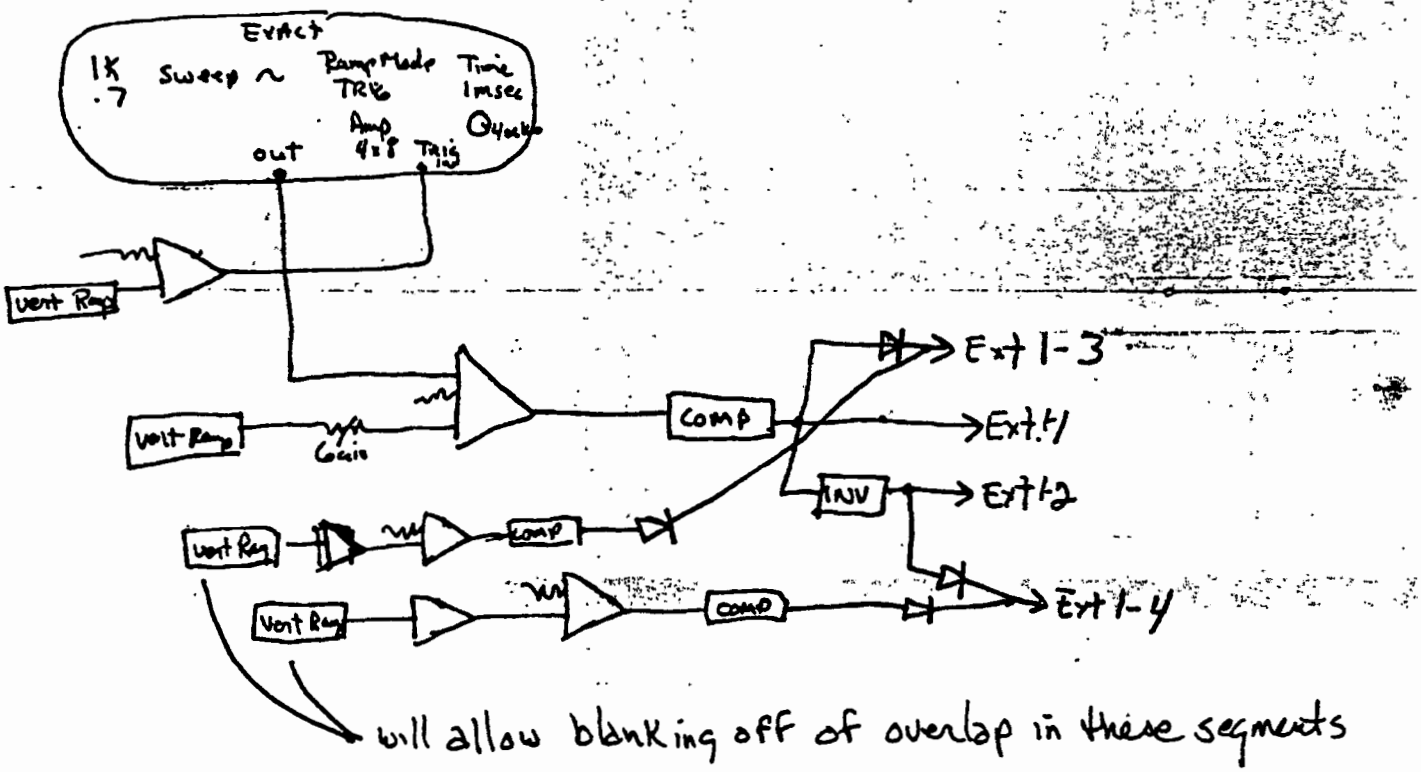
2) make circular (or as close as possible)

3) Add Vert Int Osc. Lock to Top Low Amp. Low Freq.

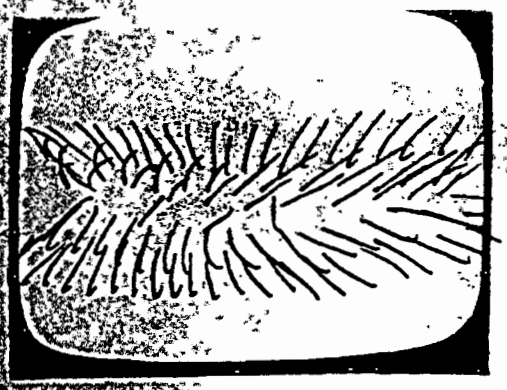
4.) Adjustment of int Vert + Horz positioning critical.



Blanking:

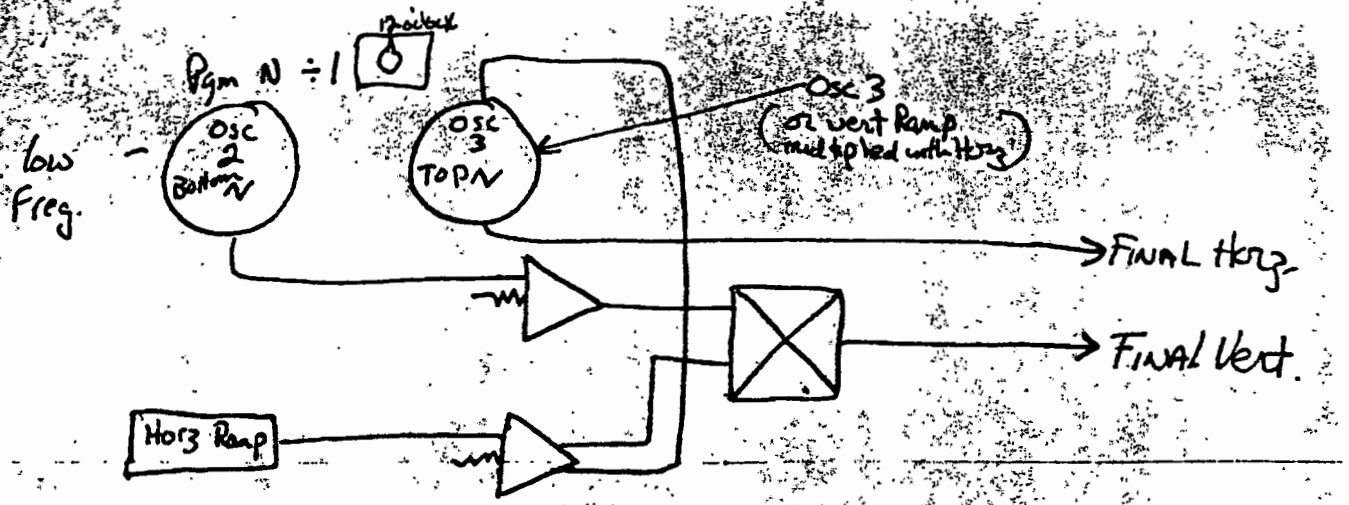


will allow blanking off of overlap in these segments



Porcupine Abstract

Osc 2 control amt of Horz. lines ~~vertically~~

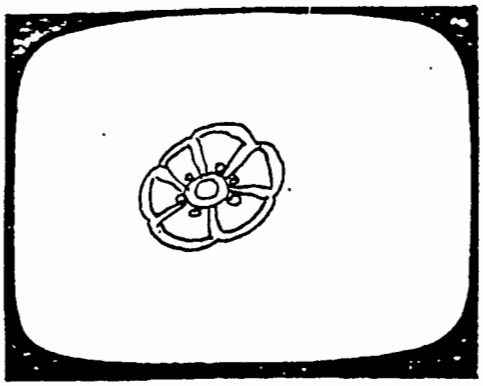


Seg. 1-1 ENABLE

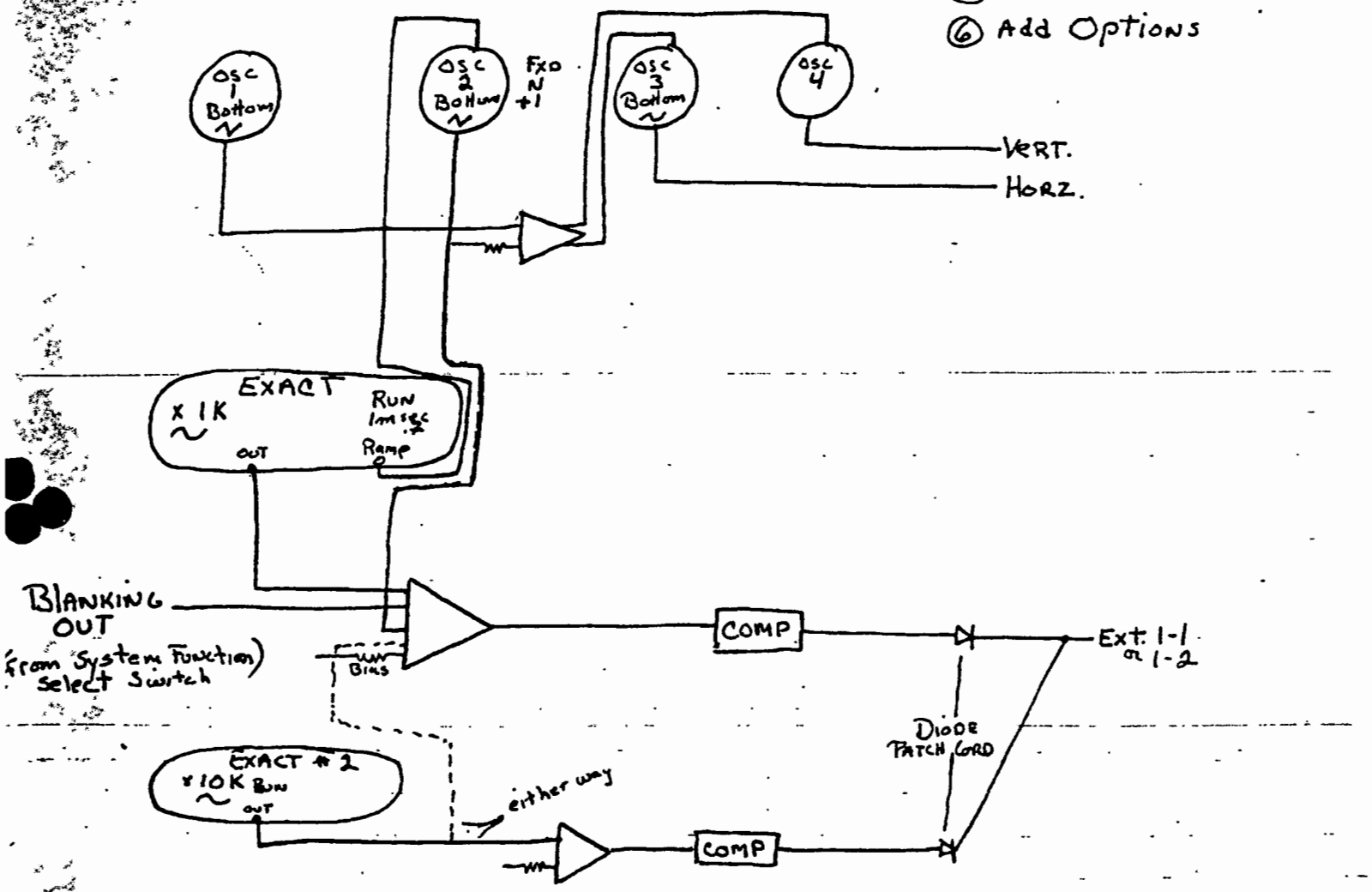
Also other wipe variations

ie

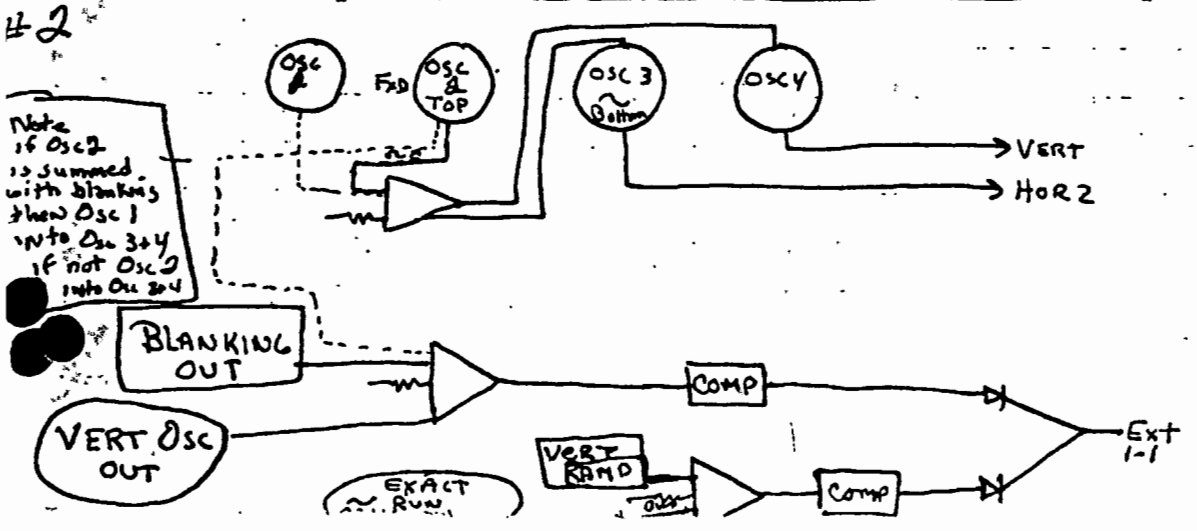
MANDALA / Kilidoscope (two types)
Also MAKES Cones + TUBES



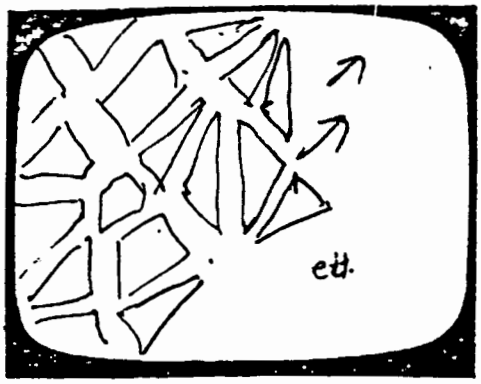
① BRING LENGTH TO A LINE
② Depth to a Dot (to start)
③ Sine-Cosine Pattern
④ Add Hi Freq Osc (#1)
⑤ Feedback BLANKING
⑥ Add Options



#2



CREATES Abstract which can be used as background or as filler...

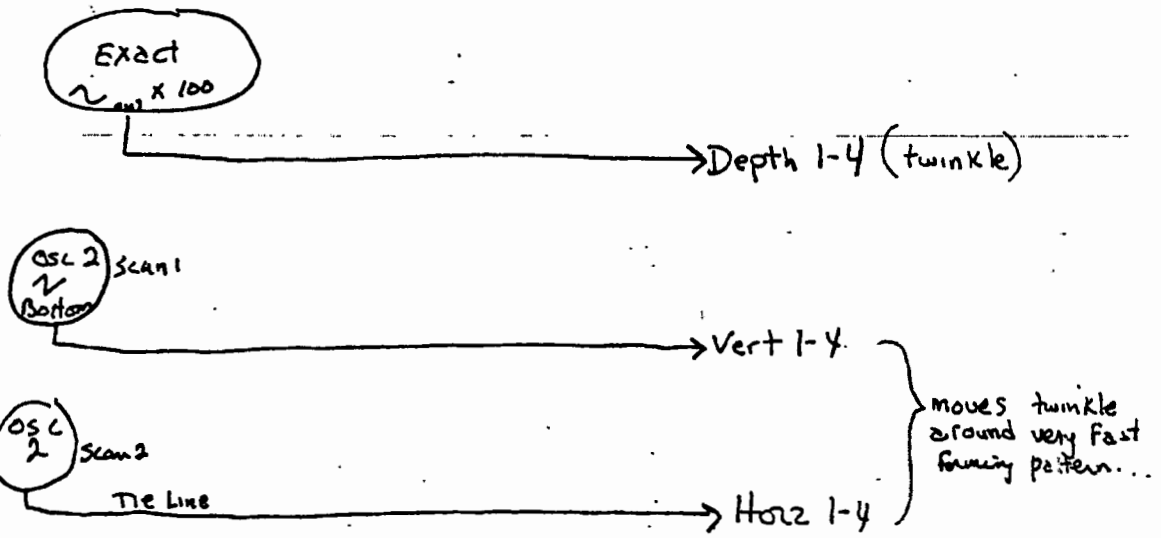


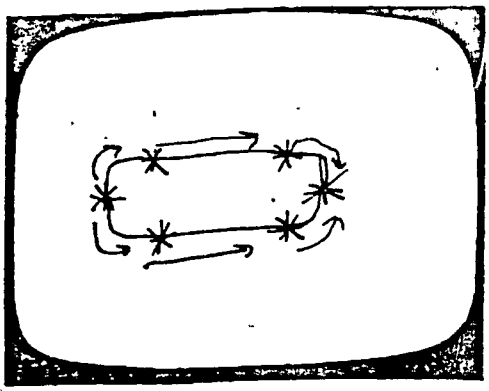
Abstract Pattern (for filler use)
ie Hersey's Chocolate

(Bring Scan Cam in close + out of focus)

~~Rotation Dot to Final~~

Break into 4 section
Rotate ... to a dot
Form a star twinkle



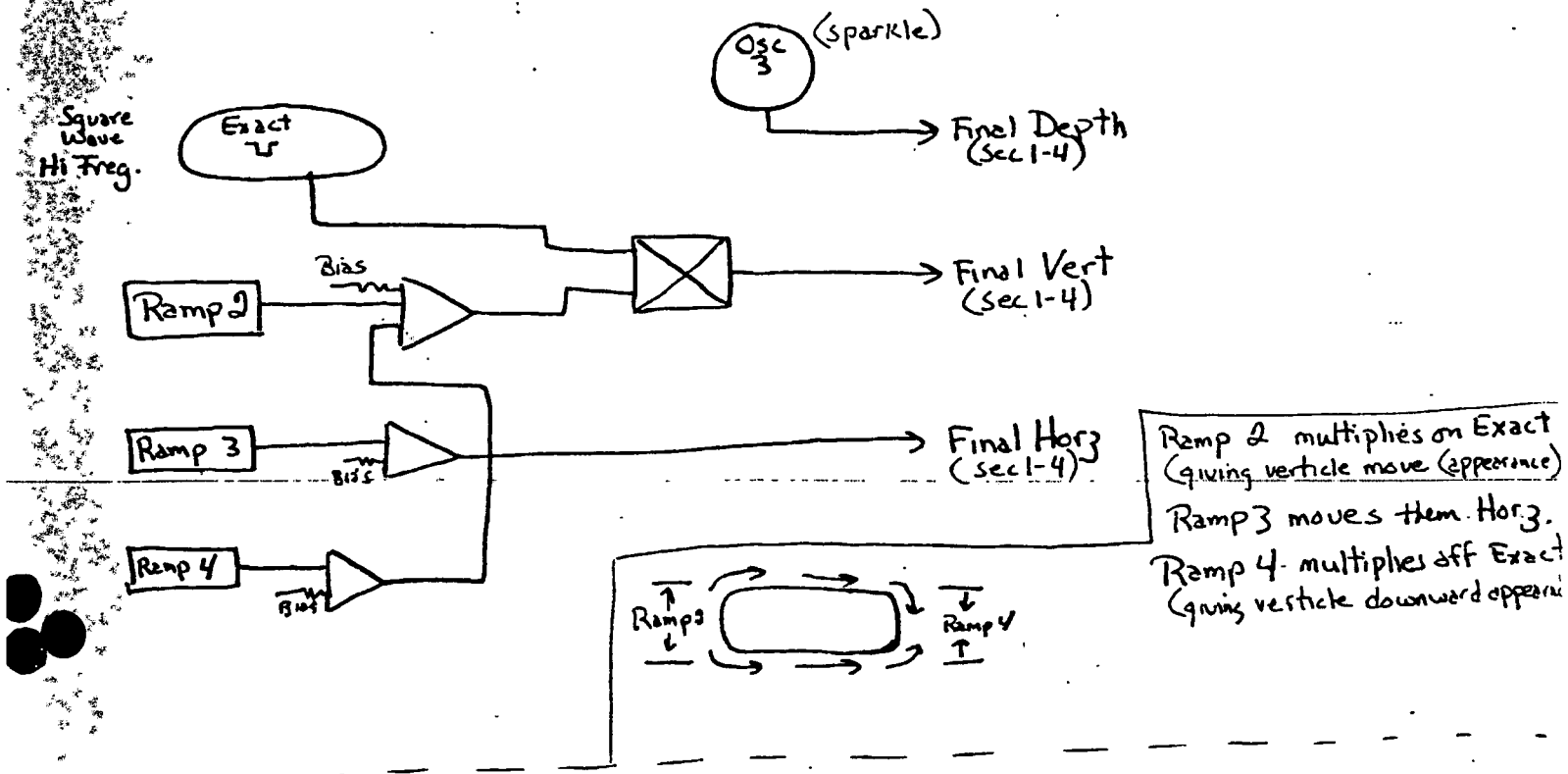


Sparkle (twinkle) 2 From 1

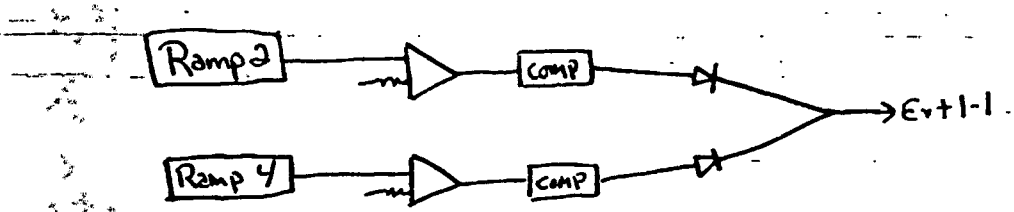
1.) Build Sparkle with Osc 3

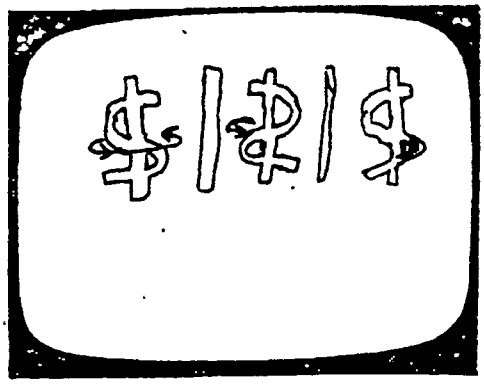
2. Exact: square wave at Hi freq gives allusion of 2 sparkles from 1

(see special blanking wipe Blanking Section)



Blanking



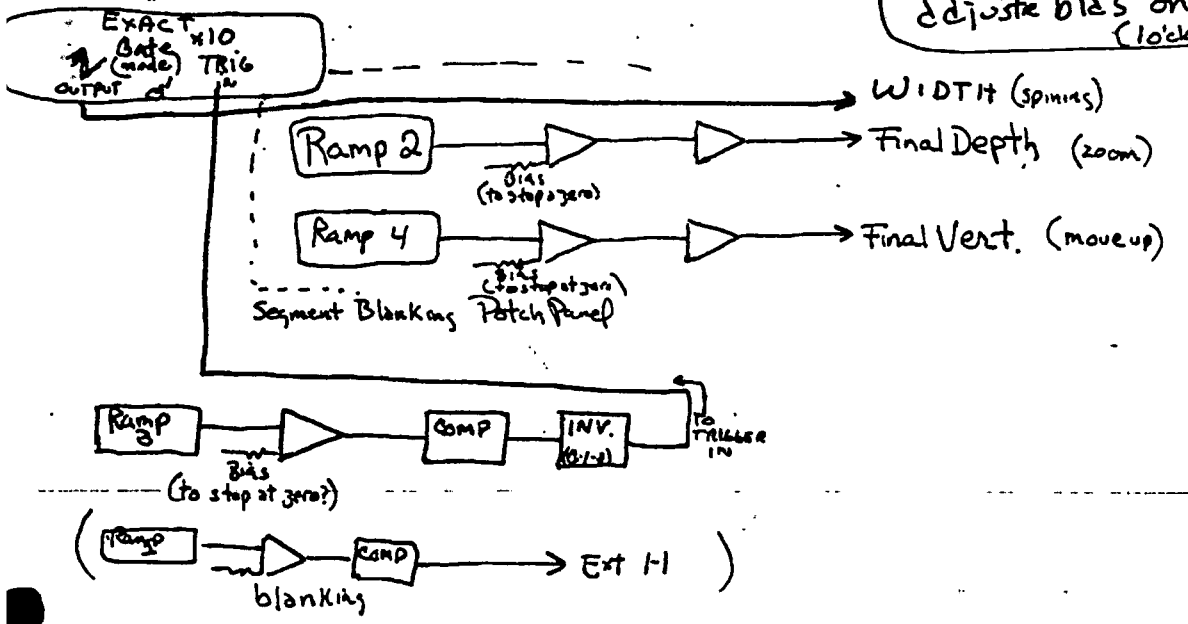


TRIGGERING EXACT

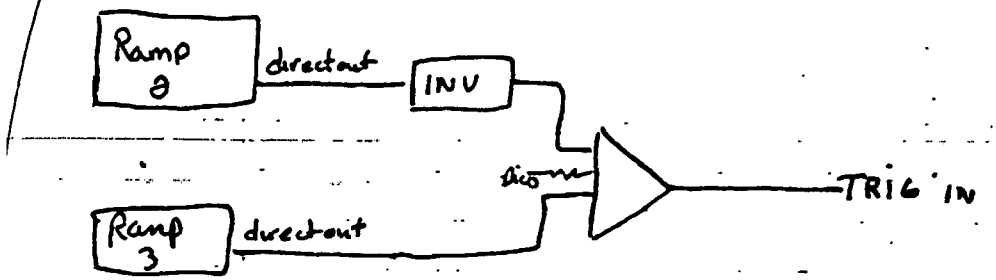
WordorSymbol spining widthwise..
200ms up stops spining
then moves up....

Start with WIDTH to a LINE
adjuste bias on exact
(10'clock position also)

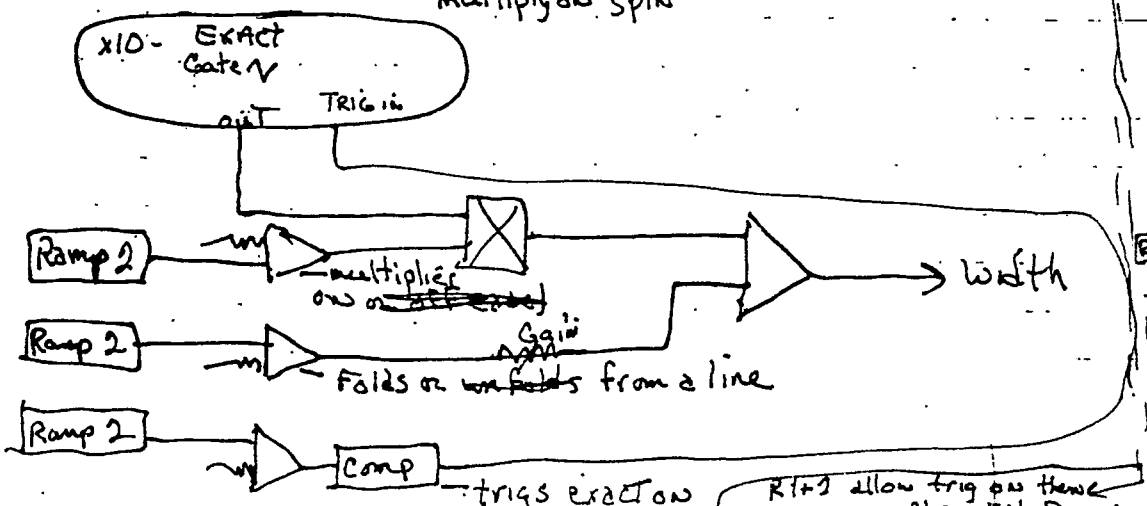
If possible should have maximum amt. of Width gain... so bring Depth up full... bring down length.... controll width w/ exact gain pott or when unfolding from a line



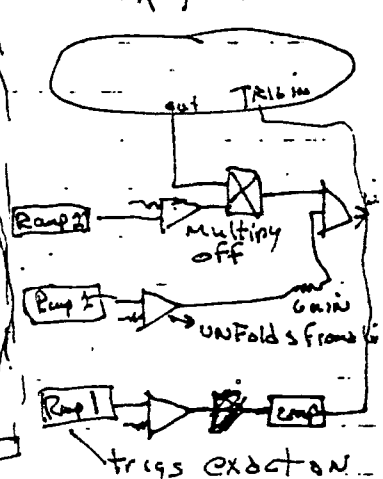
another example trigger on ... trigger off (Ramp 2 starts trig Ramp 3 stops



multiply on spin

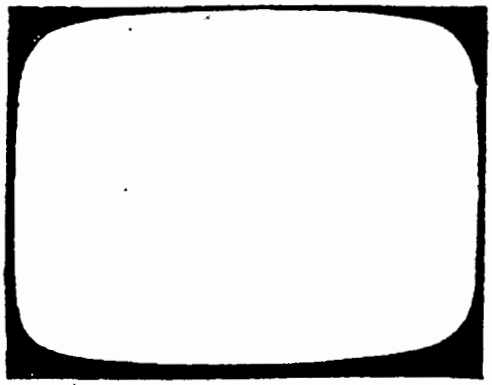


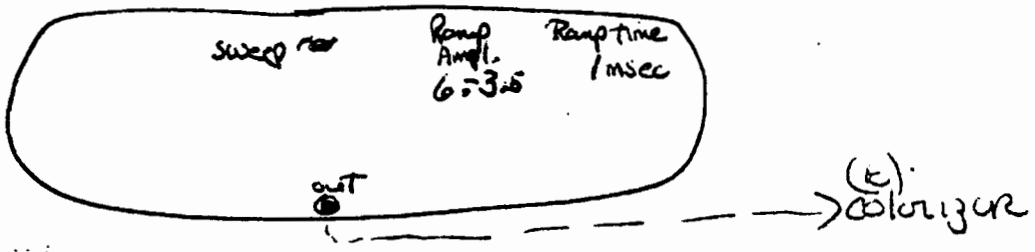
multiply off



R1+1 allow trig on these
do som many flips till Ramp 1
Ramps 1 & 2 trig exact on

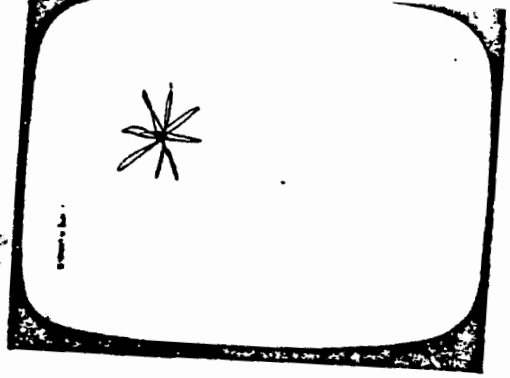
Sweeping Exact





Exact to sweep

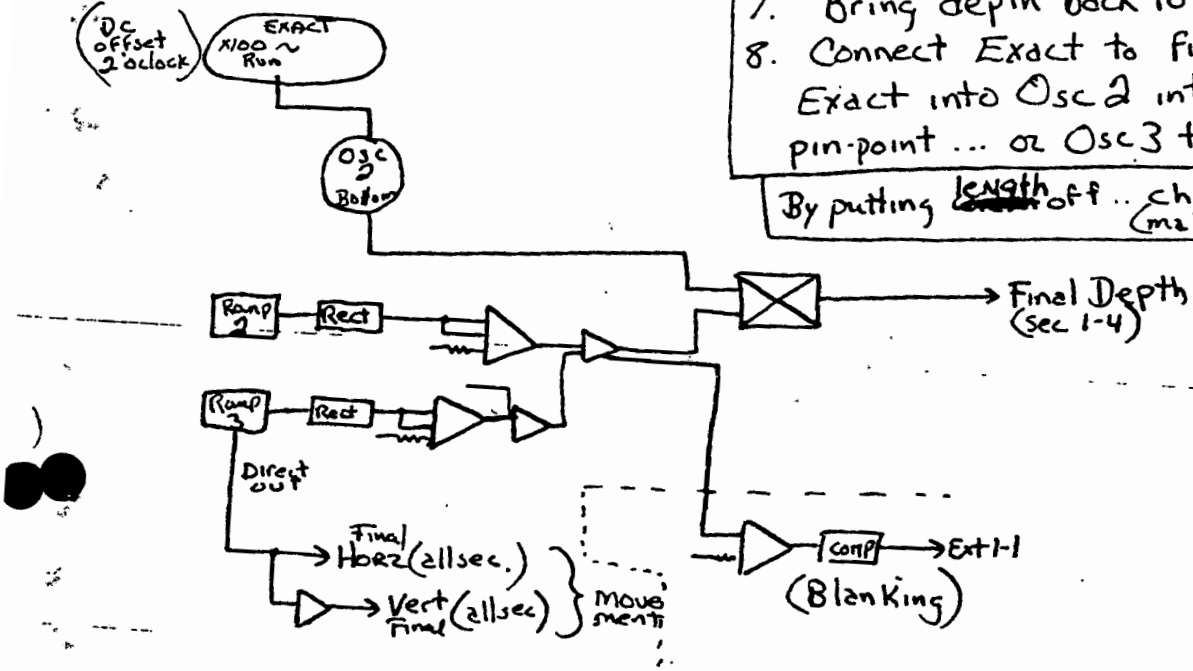
Sweep controlled by Ramp generator (internally)

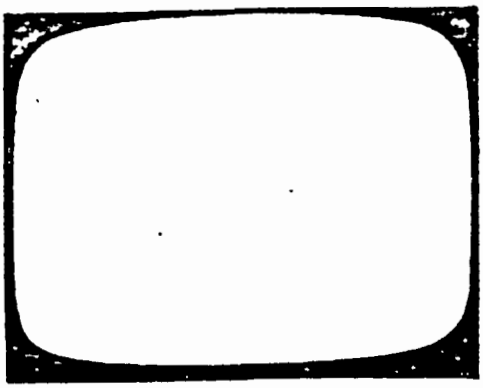


Sparkels t/or
Twinkles

1. Divide into 4 sections
2. Fold all to a line (length)
3. Rotate for proper angles
4. Bring depth to a dot
5. Position all dots in center with Final Horz + Vert
6. Bring depth up, rearrange lines with Axis
7. Bring depth back to a dot, set bias ramp
8. Connect Exact to final depth or Exact into Osc 2 into final depth (make pin-point ... or Osc 3 to final depth

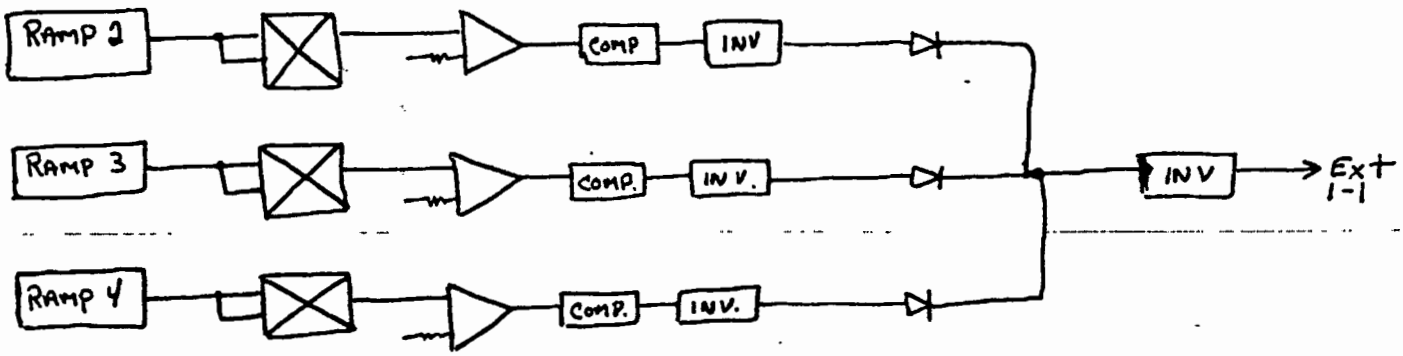
By putting length off .. changes twickle (makes more points)





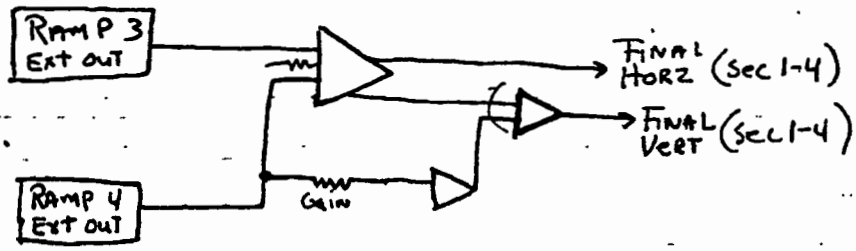
MOVING TWINKLE
(two ways)

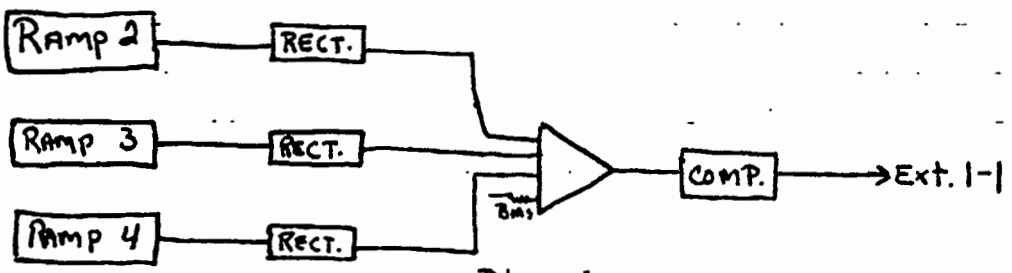
(A) ① FORM star ... ② Osc 3 into WIDTH (sec 1-4)



BLANKING ON and OFF

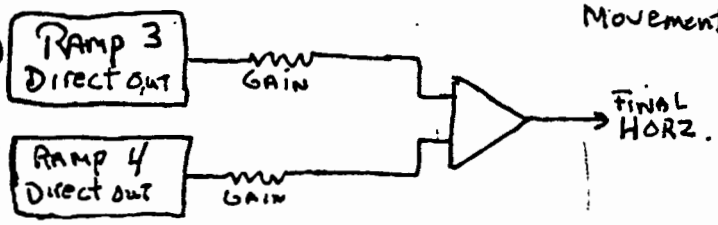
Movement



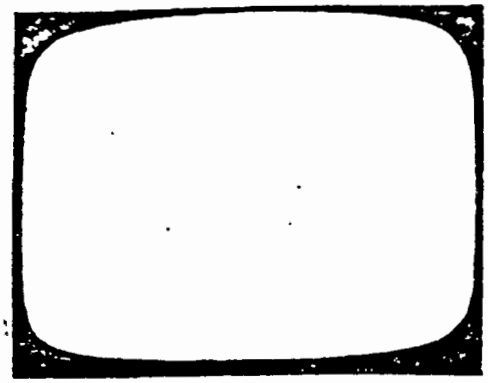


BLANKING ON and OFF

Movement



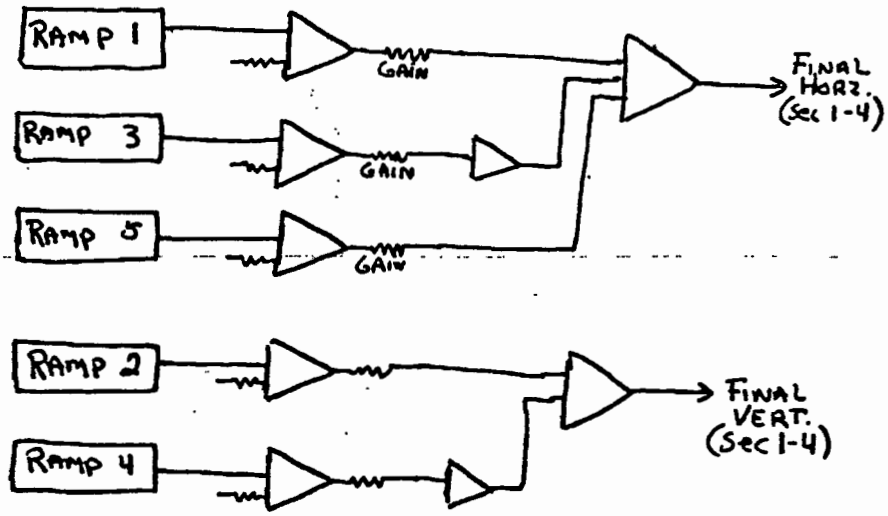
Twinkle move in a Circle

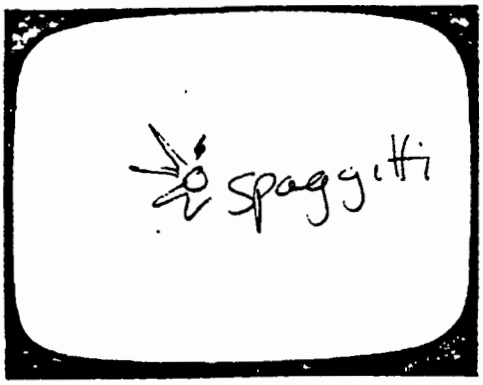


1. Build Twinkle (Exact x100 .5 ~)

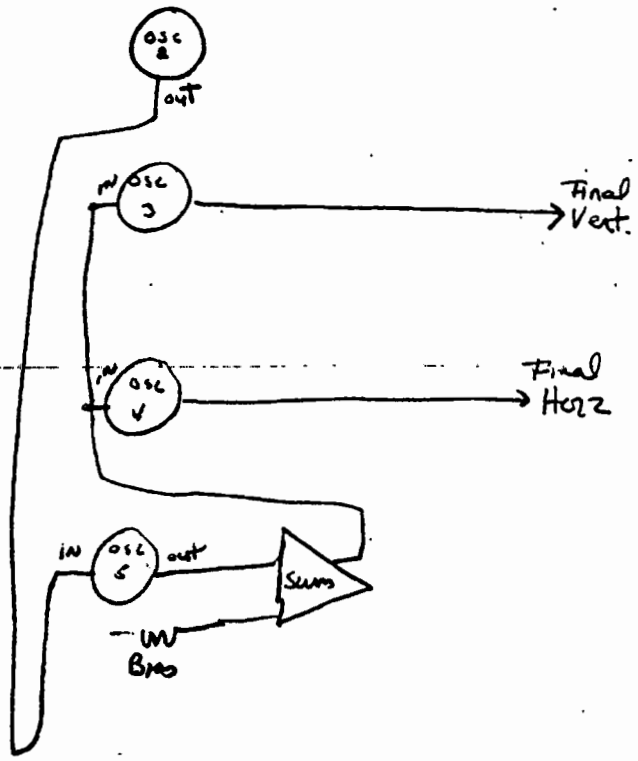
Ramp 1 move to Right
Ramp 2 moves down
Ramp 3 moves to Left
Ramp 4 moves up
Ramp 5 moves to Right

Must Adjust Rate and Ramp trigger time very percisely so circular motion happens





Raster to a dot



also

Horiz Osc RUN

+

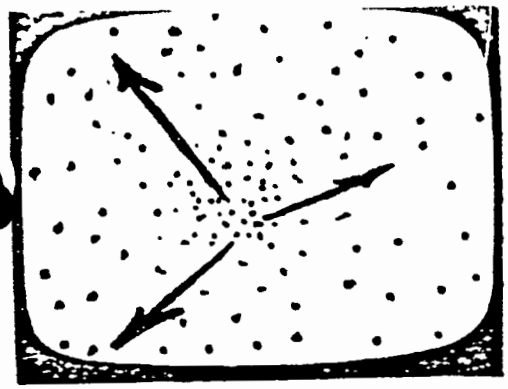
Vert Osc RUN

Osc 2 - Lock Top ~

Osc 3 - ~ (Frame

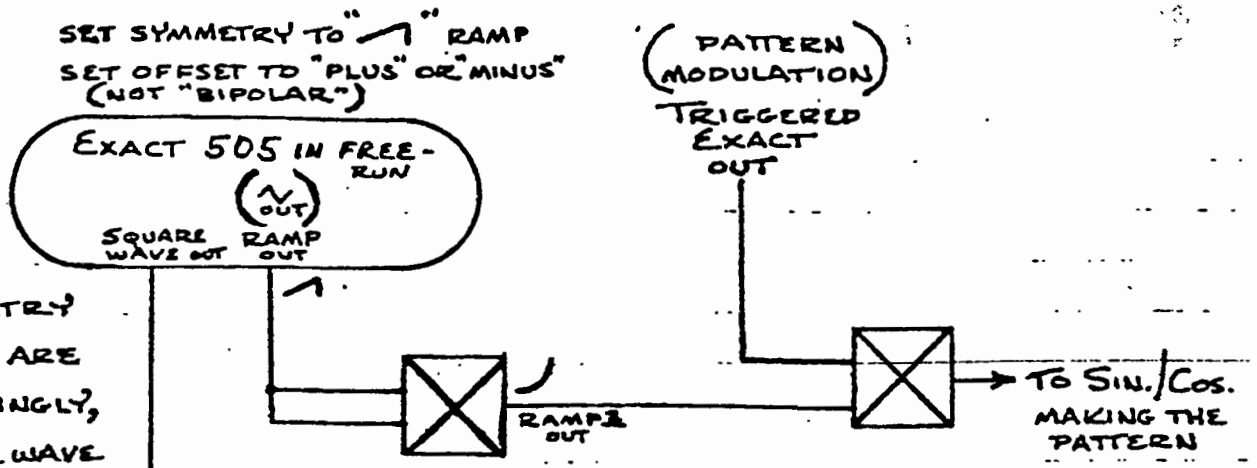
Osc 4 ~ (Frame)

Osc 5 Lock Top ~ (Frame



MOVING STAR FIELDS

BEGIN WITH A STATIC STARFIELD,



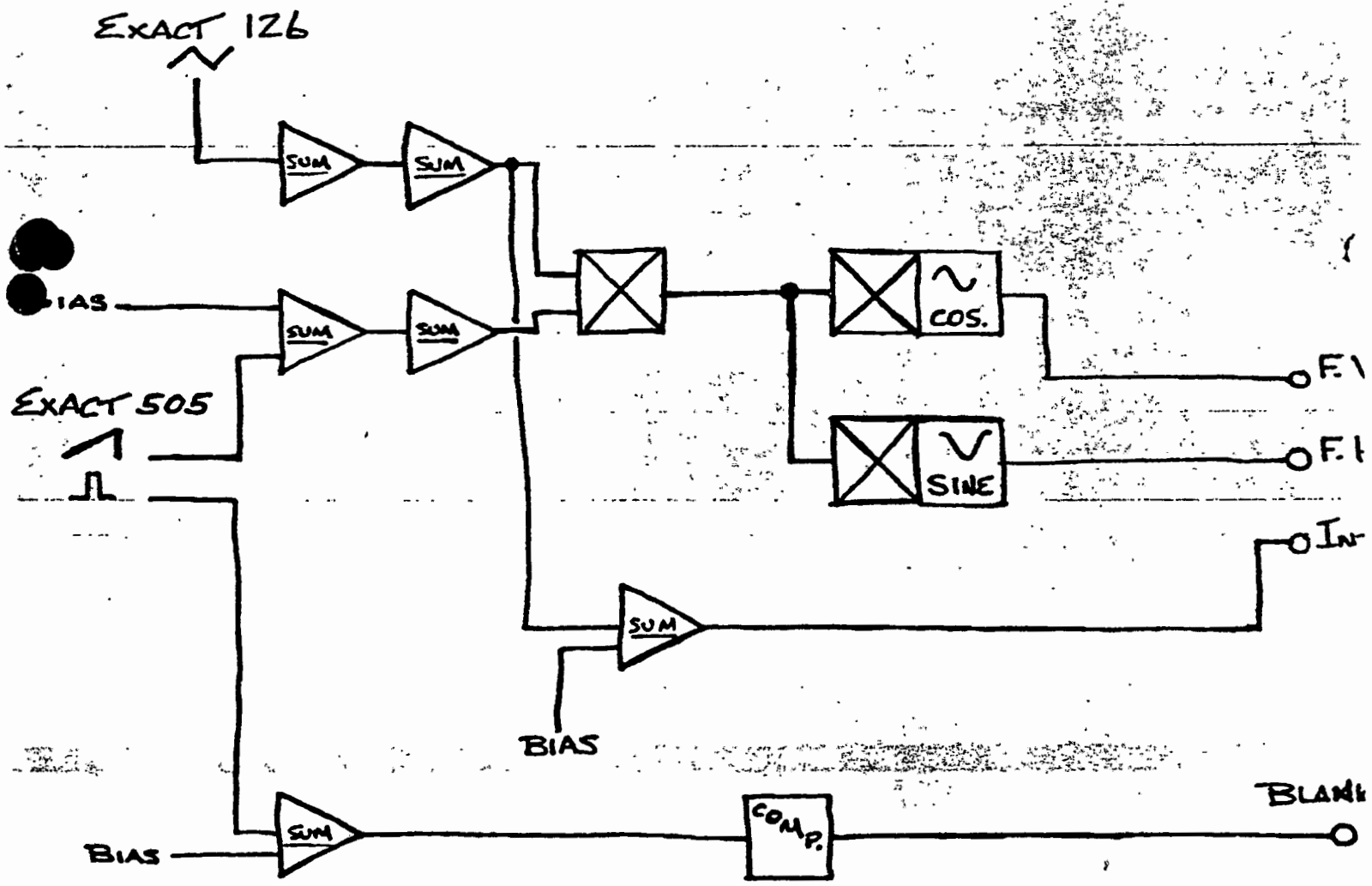
WHEN SYMMETRY AND OFFSET ARE SET ACCORDINGLY, THE SQUARE WAVE OUTPUT WILL DELIVER A PULSE CO-INCIDENT WITH THE FALLBACK OF THE SWEEPING RAMP. THIS PULSE APPLIED TO BLANKING WILL SHUT OFF THE RETURNING LINES LEAVING ALL THE "STARS" MOVING IN ONE DIRECTION ONLY ("OUT" OR "IN" DEPENDING UPON FREQUENCY SETTING).

THE SQUARED RAMP WILL SWEEP THE STARS OUT IN A NONLINEAR MANNER, THEY WILL SPEED UP AS THEY MOVE OUT, CAUSING ADDED "PERSPECTIVE" EFFECT.

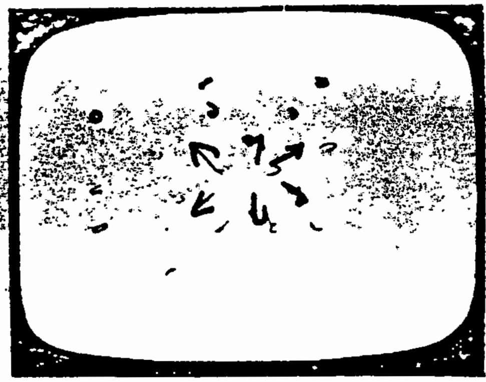
→ TO UNBLANKED PORTION OF RASTER (HORIZ SEGMENT BLANKING INPUT #2)

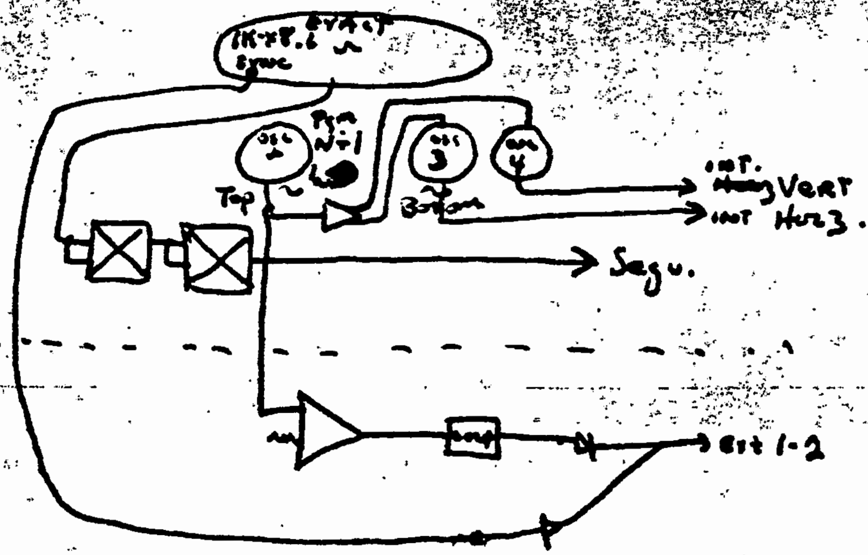
Revised Starfield

1. Raster to a dot
2. Sine into $\overset{H}{\sim}$, Cos. into $\overset{V}{\sim}$
3. Exact 126 trig. by H. ramp (or H. Reset) 10 K. range; Multiplier: .1 x 5; Amplitude Max D.C. offset off; Triangle waveform
4. Exact 505 in free run. Range x1; Mult. 7x4 Offset neg.; Symmetry /. Amp 1 square out (to blanking); Amp. 2 triangle (ramp) out.



Russ' STARFIELD





1.) Cube Exact into Sego. INT to Final
INT A Dot Final A Dot
(Length vary, almost to a line

2.) Sine/Cosine Osc 3+4 into Horz + Vert (initial)
(Osc 3 ... 1½ to vary

3.) Osc 2 into Osc 3+4
osc 2 select Pgm N÷1 9 o'C
Freq. - Almost 3 o'clock (low Freq.)
Amplitude - Full up

Adjustment of Sequence Bias with exact bias makes center circle small in middle

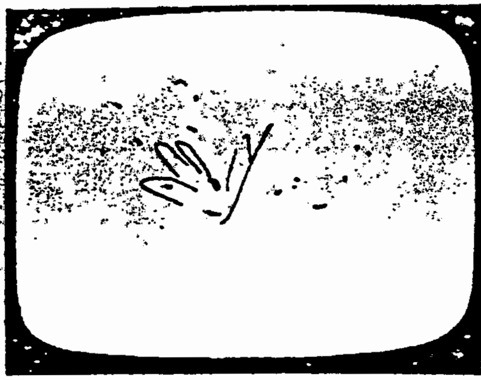
Blanking
Ext 1-1 enable 3 o'clock → Blanks off the dots (stars)
Synout diode into Ext 2-1
Osc 2 into Bias sum amp into comp into diode - Ext 2-1
(will blank off static rings if need be....)

Bias + amplitude on Exact very critical for stable movement...
Dc offset 5 o'clock
Ampl. 1 o'clock

- Also want stars to blank on a begining in center not in middle

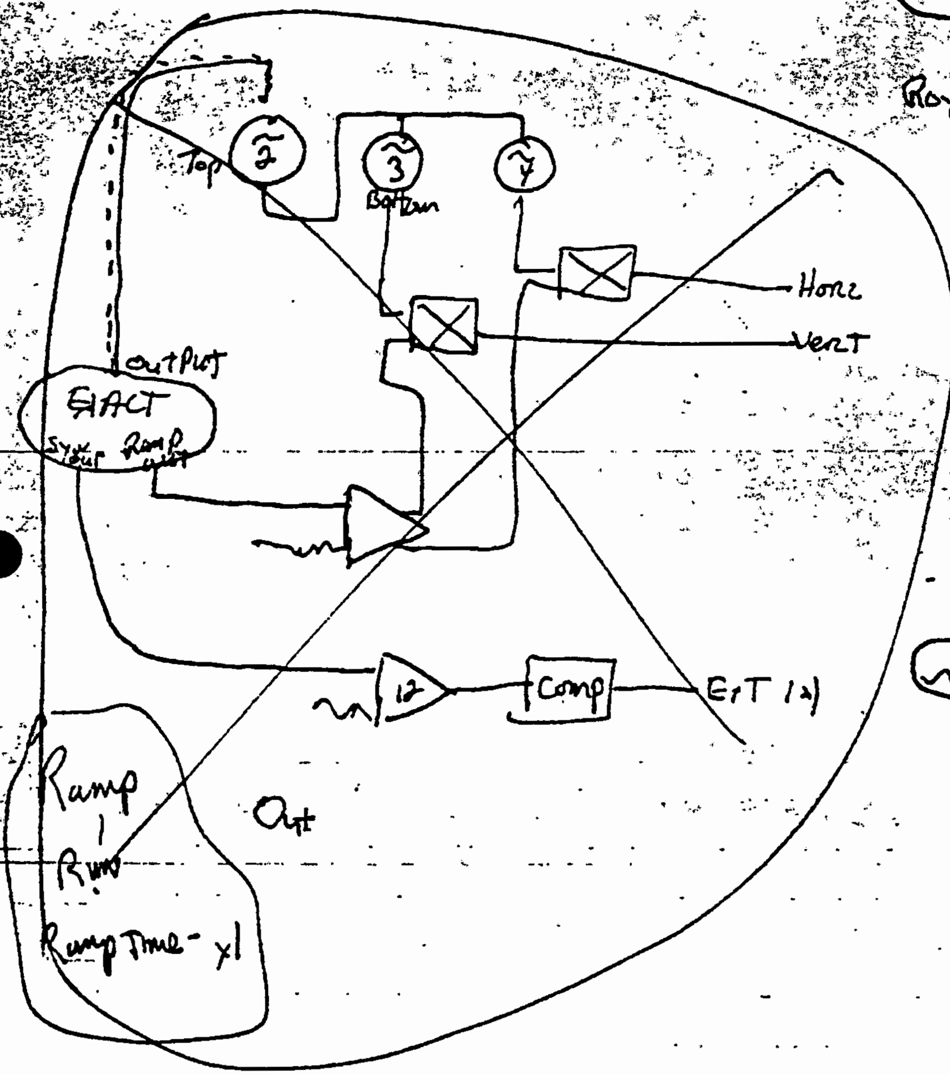
- Also intensity comp want stars dimmer in begining

Sort of
Star Field

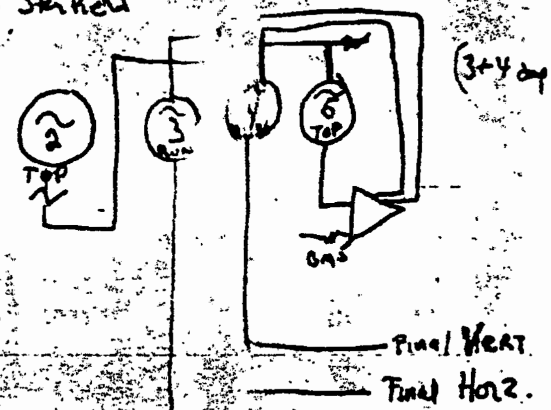


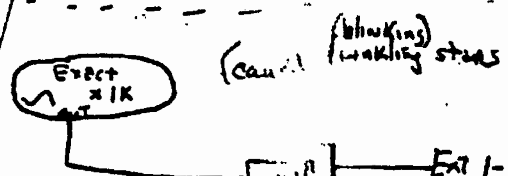
Osc 2 - Pe... Inik
- N...
- +1C

1. Form a spiral with 3+4 then ...
2. Form nice sp. with 2+5
3. Blank most of sp. of forming stars.

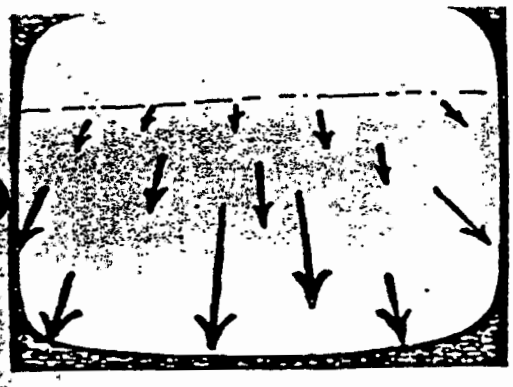


Roy's Starfield





IMPROVED SLIT SCAN EFFECT, (SPEED FAIRINGS AND SIZE-MOTION DIFFERENTIAL)



DIRECTION OF SCAN: ↔
LENGTH TO ZERO

SYMMETRY TO "⟋" (RAMP)
OFFSET TO "PLUS"

EXACT 505b, "RUN" MODE
(~ OUT)
↓
SQUARE OUT RAMP OUT

RAMP² OUT

POSSIBLE INVERTING NECESSARY? (SUMMING AMP)

SEQUENCE

+V
BIAS POT.

SUM

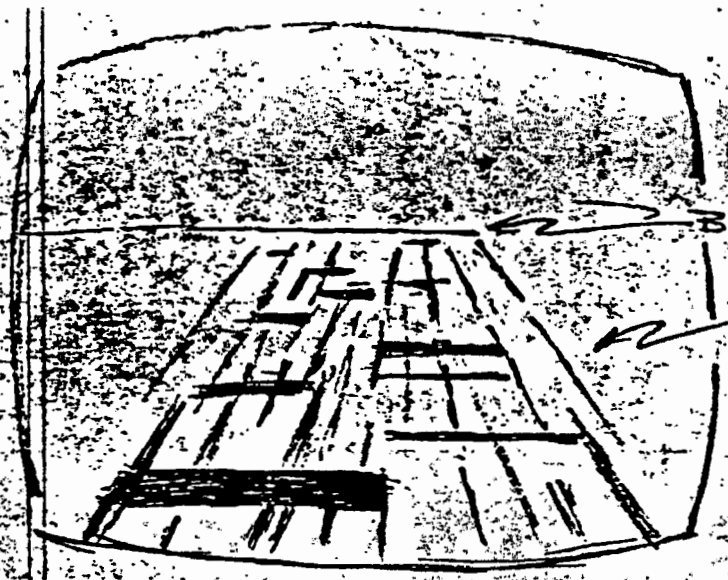
FINAL HORIZ

HORIZ. RAMP

+V

SUM

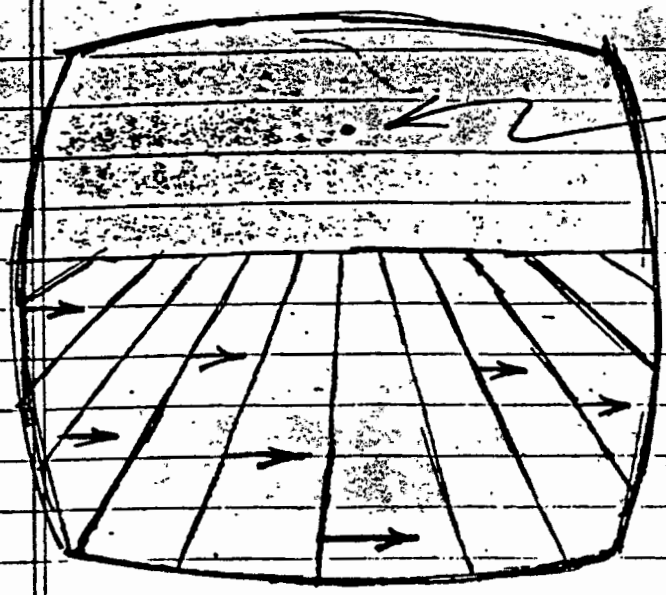
TO SEGMENT BLANKING
(SHUTS OFF RETURNING SCAN LINES)



PERSPECTIVE ADDED TO ARTWORK WITH OSCILLATOR ON FINAL DEPTH (FRAME LOCKED TO "PINCH" ARTWORK:

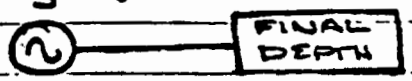
TOP OF "PINCHED" RASTER IS BLAKED. BLANKING LINE APPEARS STATIONARY BY APPLYING VERT. RAMP TO BLANKING INPUT, THROUGH SUMMING AMP WITH BIAS CONTROL, BIASING THE VERT. RAMP TO CHANGE THE POSITION OF THE BLANKING LINE.

ARTWORK IS RAMPED THROUGH VERTICAL AND DEPTH WITH A SEQUENCE RAMP.

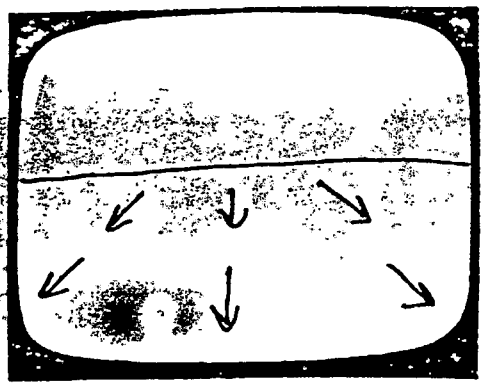


VANISHING POINT APPEARS TO REMAIN STATIONARY WHILE PLANE MOVES HORIZONTALLY.

#5

1. 

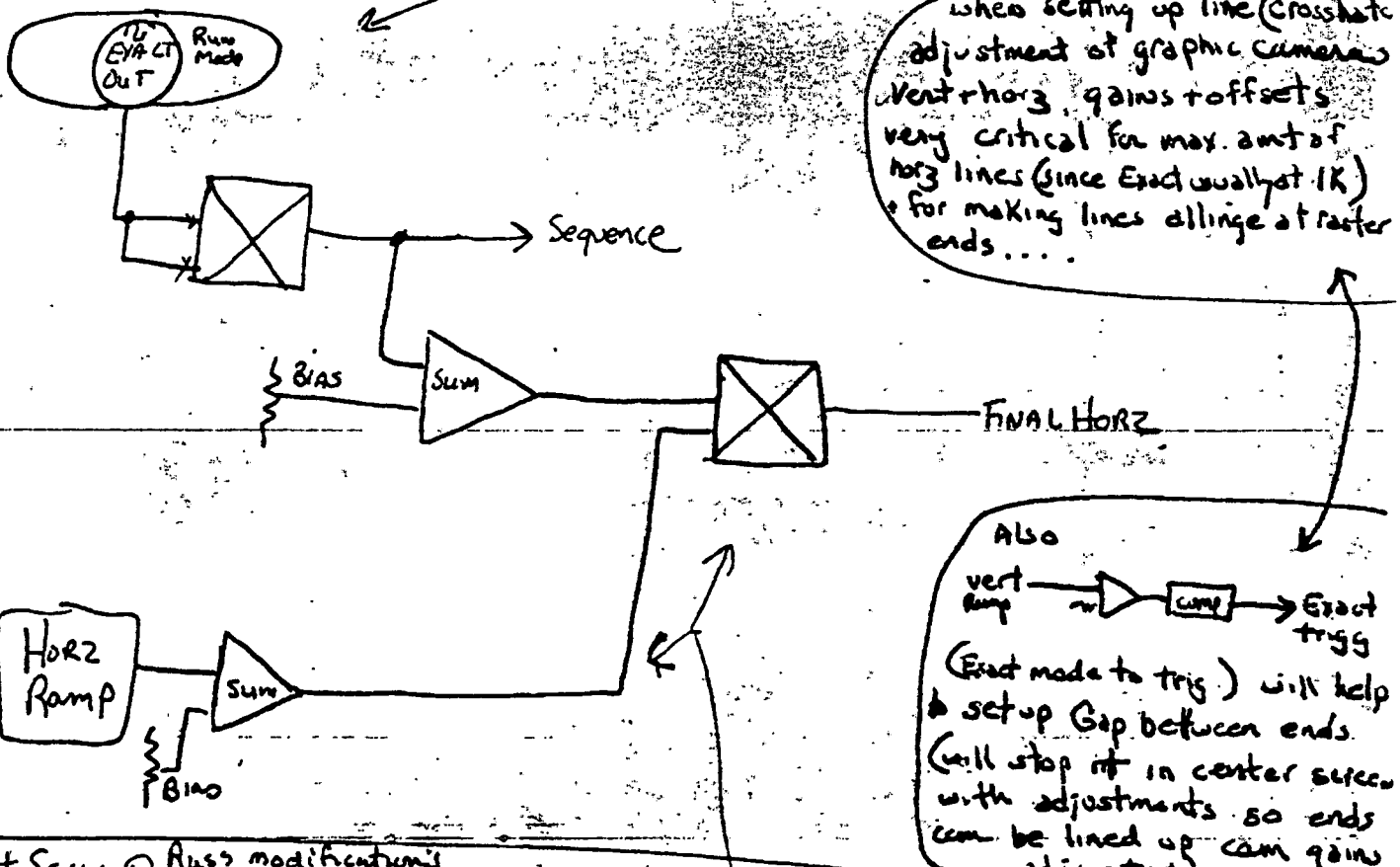
= "PINCHES" ARTWORK (OSC LOCKED TO "FRAME")
2. ADD PERSPECTIVE LINES BY SUMMING "HORIZ. RAMP" WITH OSC. #2 SET TO "PROG", "N", "÷1" AND SET LINE CHARACTER WITH 12 POS. SWITCH. APPLY TO SECTION BLANKING.
3. SET NUMBER OF PERSPECTIVE LINES BY ADJUSTING OSC. FREQUENCY (LOCK TO "FRAME" FOR STATIONARY LINES)
4. LATERAL MOTION CAN BE ATTAINED BY RAMPING "HORIZ AXIS" OF SECTION.



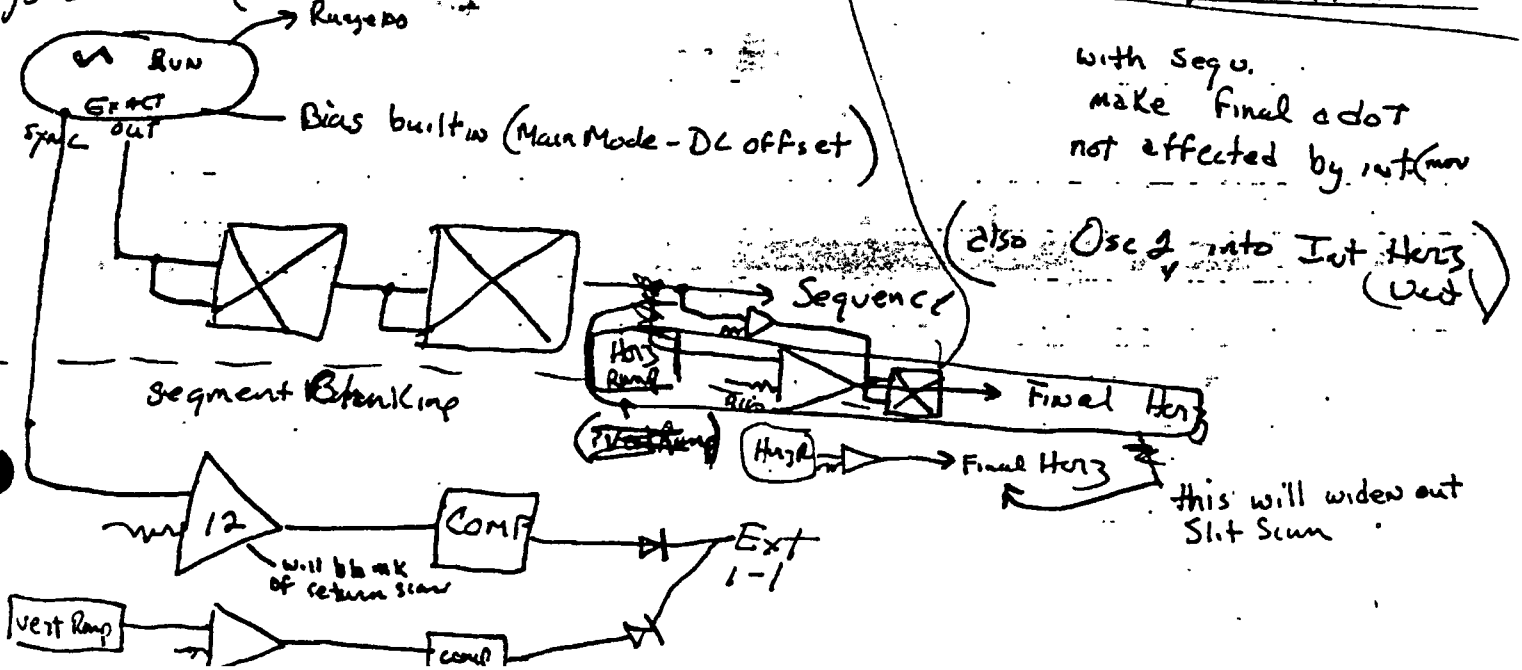
Slit Scan

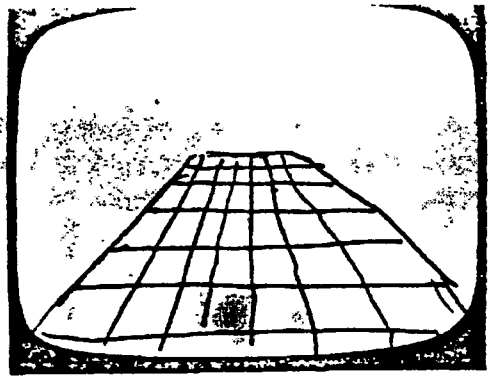
Length to Zero

try to revise.. (see below)



Roy's Slit Scan @ Russ modifications





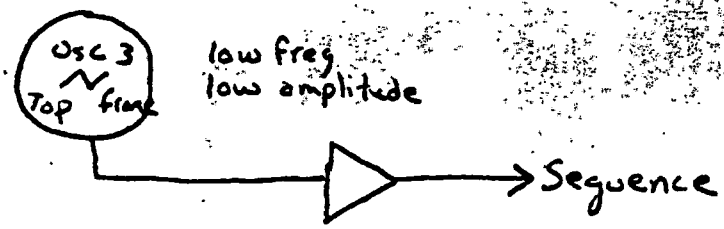
Static SlitScan (Plane w. perspective)

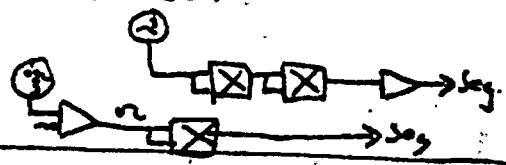
(STAR WARS lettering)

(RUN crawl thru via posterization)
(into soft wipe)

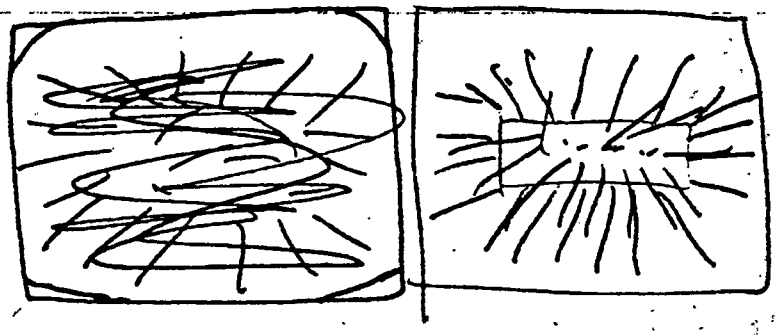
1.) Final at top with Horz Osc on, tweak sequence till final steps in position, wt. moves

2.) for more extreme perspective
square or cube
osc out



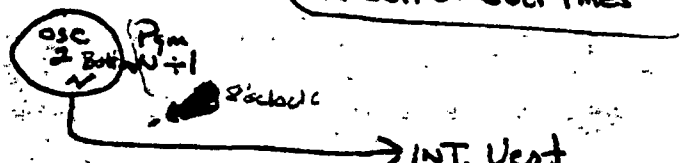


Spoke type Animation

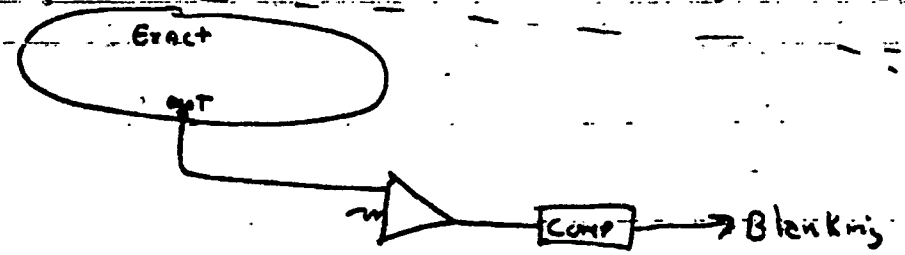


same patch as above

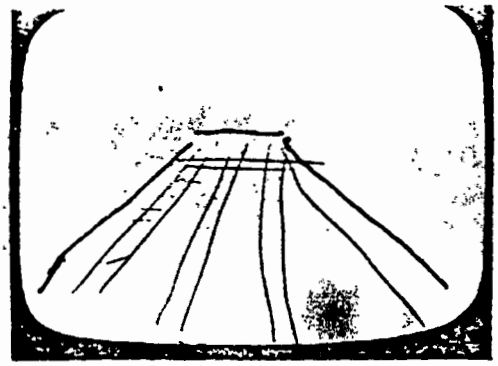
with (input either convergence vert lines only OR cell of vert lines



also



also

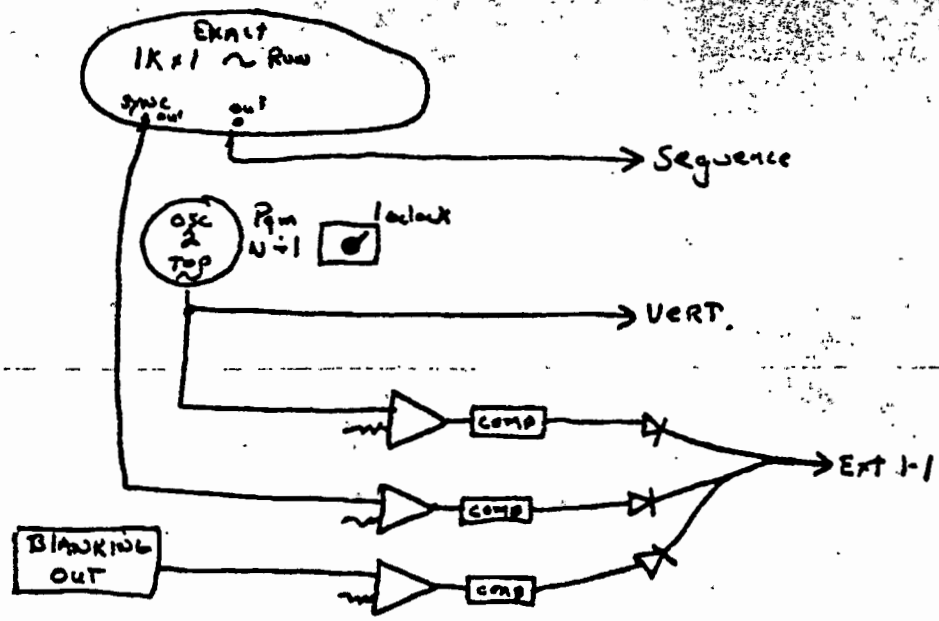


Christmass trees +

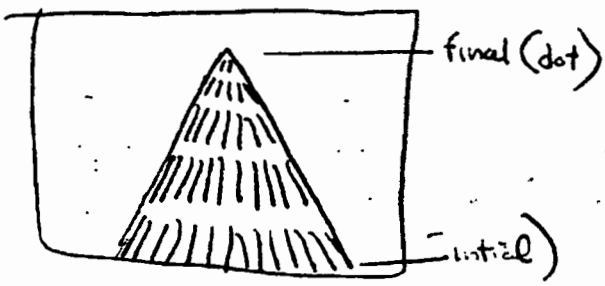
Slit Scan @ Hi freq osc and Blanking

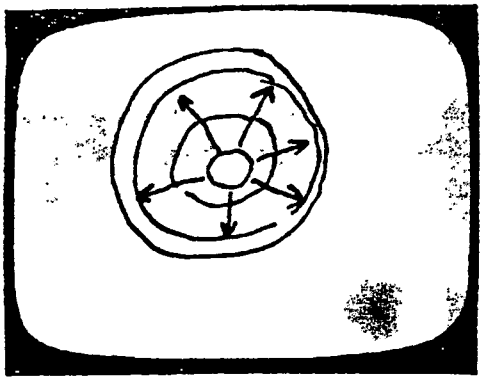
Length to a line

Top is initial
Bottom is Final



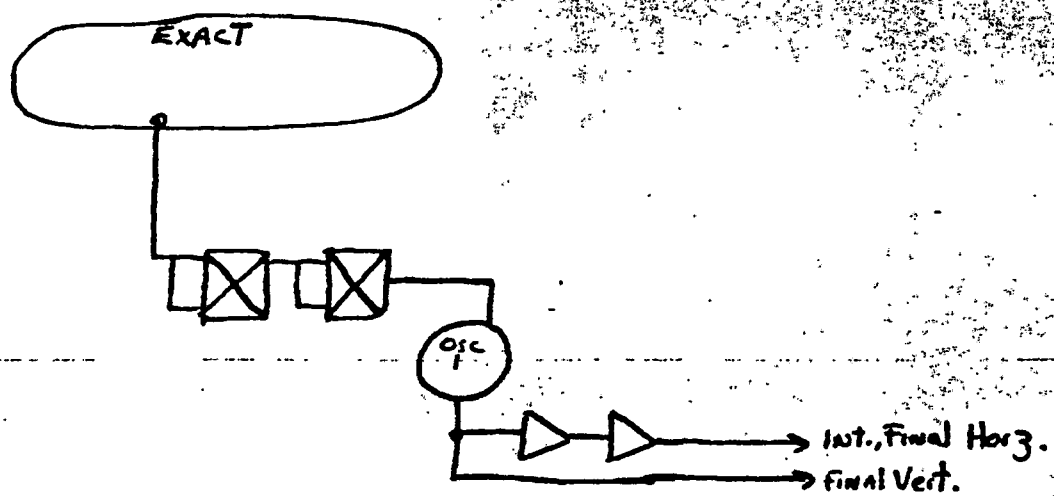
also make Christmastree

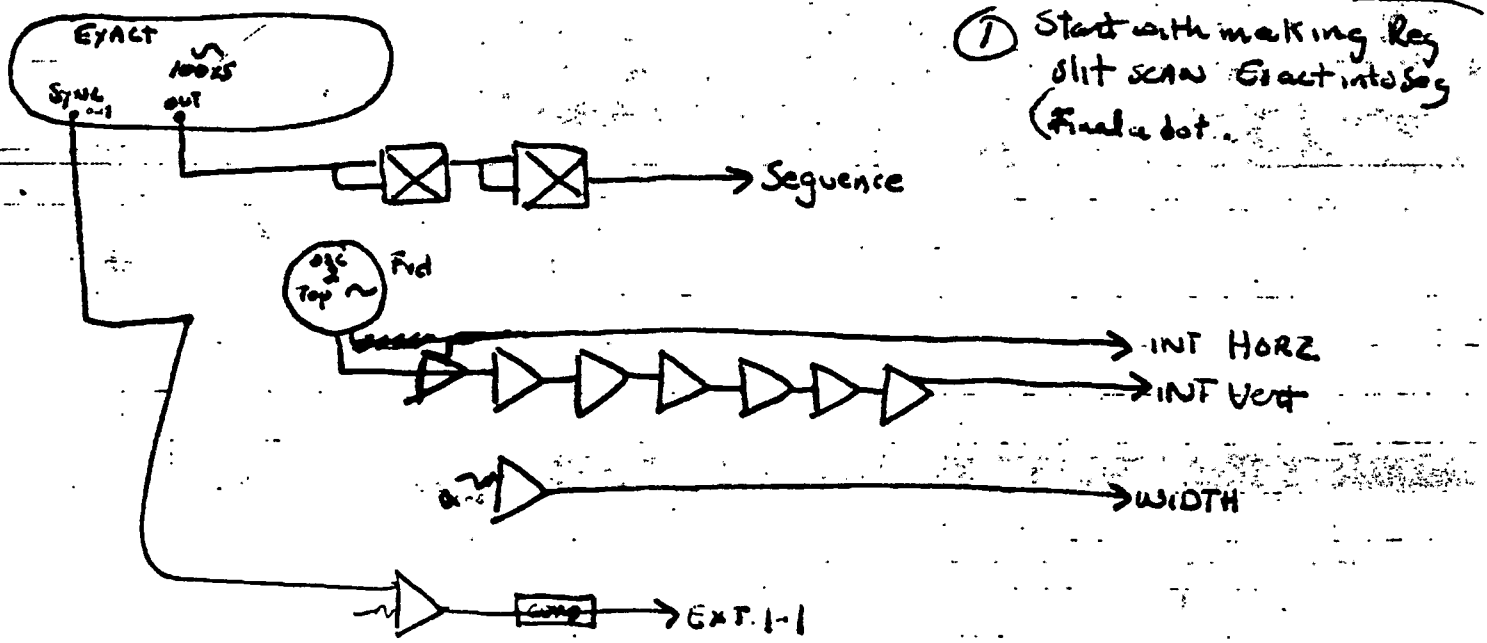




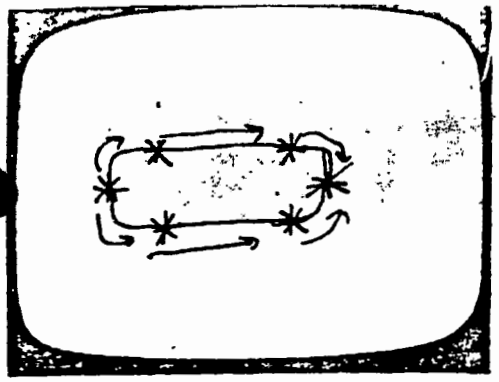
Circular Slit Scan

1. Bring to a dot
2. Build circle with osc. 1
3. multiply Osc 1 @ Exact
4. Add blanking





(1) Start with making Reg slit scan Exact into Seq (Final a dot.



Sparkle (twinkle) 2 From 1

1.) Build Sparkle with Osc 3

2. Exact - square wave at Hi freq gives allusion of 2 sparkles from 1

(see special blanking wipe Blanking Section)

Osc 3 (sparkle) → Final Depth (Sec 1-4)

Square Wave Hi Freq. → Exact

Ramp 2 (Bias) → Final Vert (Sec 1-4)

Ramp 3 (Bias) → Final Horz (Sec 1-4)

Ramp 4 (Bias)

Ramp 2 multiplies on Exact (giving verticle move (appearance)

Ramp 3 moves them Horz.

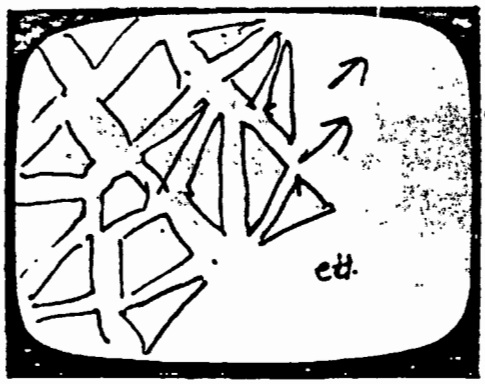
Ramp 4 multiplies off Exact (giving verticle downward appearance)

Ramp 2 ↑ ↓ Ramp 4

Blanking

Ramp 2 → comp → Ext 1-1

Ramp 4 → comp → Ext 1-1

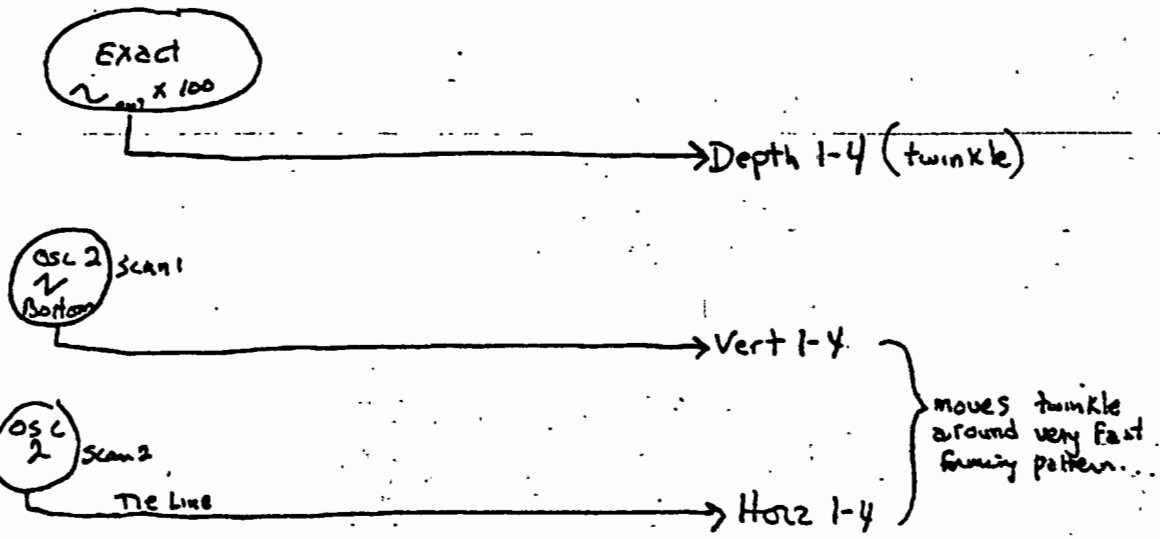


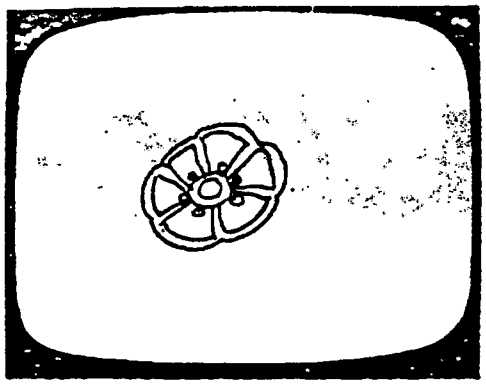
Abstract Pattern (for filler use)
12 Hersey's Chocolate

(Bring Scan Cam in close + out of focus)

~~Rotation Dot to Final~~

Break into 4 section
Rotate ... to a dot
Form a star twinkle

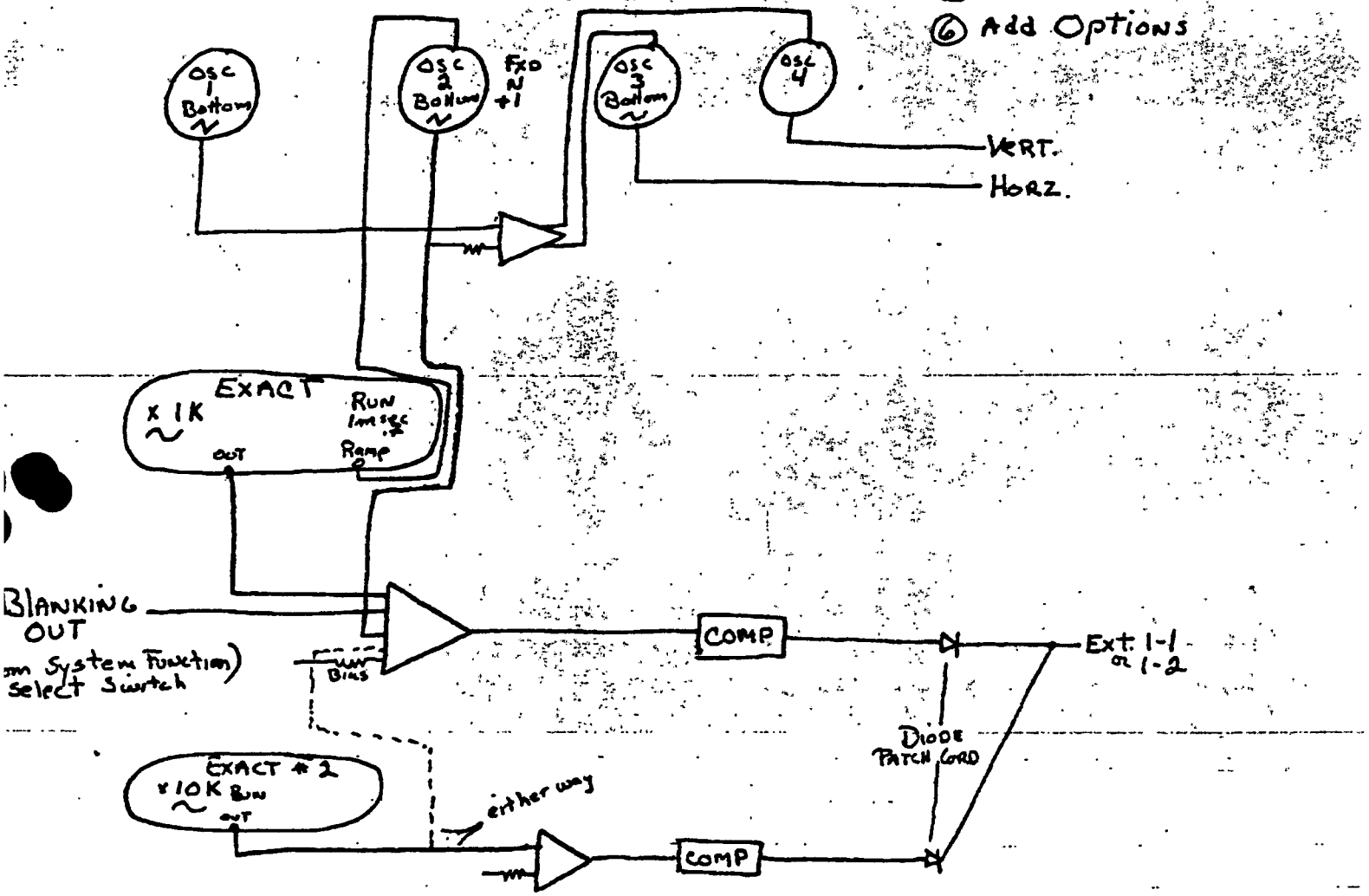




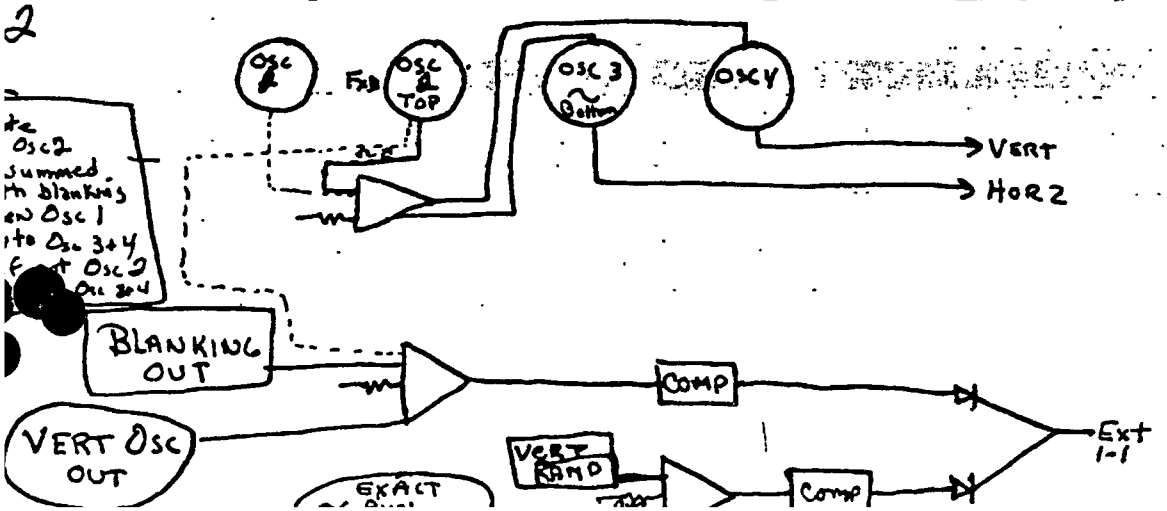
MANDALA / Kilidoscope (two types)

Also MAKES Cones + TUBES

1. BRING LENGTH TO A LINE
2. Depth to a Dot (to start)
3. SINE-Cosine PATTERN
4. Add Hi Freq Osc (# 1)
5. Feedback BLANKING
6. Add Options



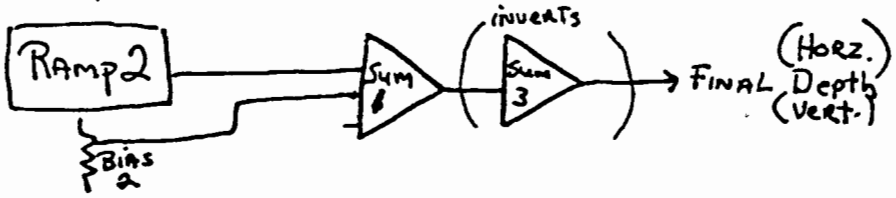
2

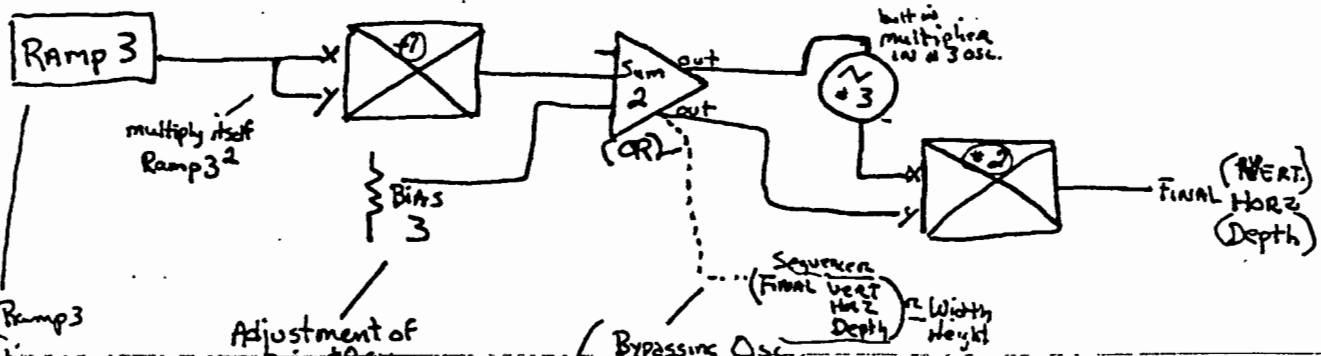


CREATES Abstract which can be used as background or as filler....

Oscillation of Raster in Ext. Sequence

(1.) Adjust Sequence so final position
(2) Build Bias Ramp #2 for movement int to final
0, Bias at final position (det by Seq Control
For int. position use appropriate patt (Comm change sw.





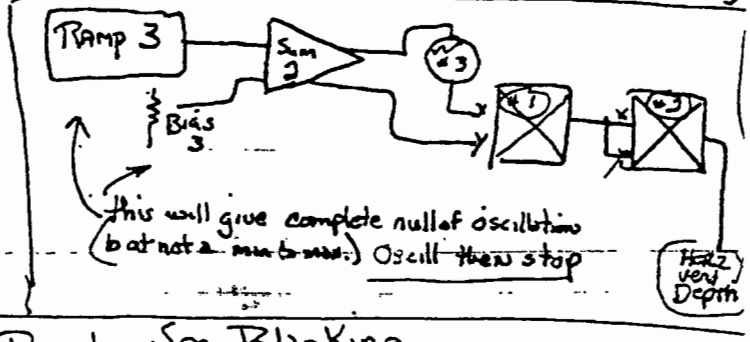
Ramp3 depending on Start set* will set off oscillation which will go on then off again (min-max) (or by bypassing osc can make another move + then back again)

Adjustment of this Bias* will null out Osc 3 to final position during (or Bypass move)

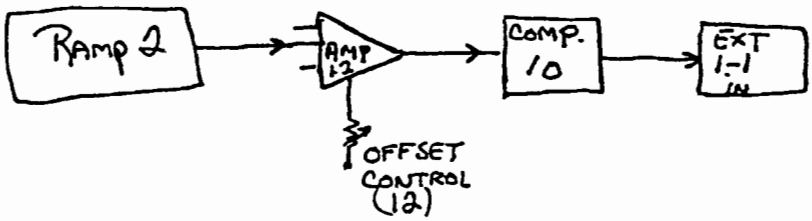
Sequencer Final Vert Horz Depth = Width Height

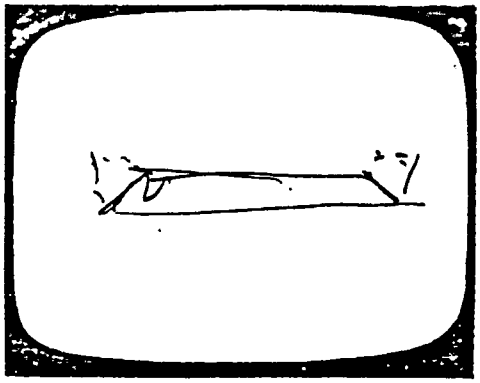
Bypassing Osc. To RASTER will (int. to final Ramp 2) then Make another move + back to original position

*Can be made to happen during int to final move of Ramp 2 or after it.

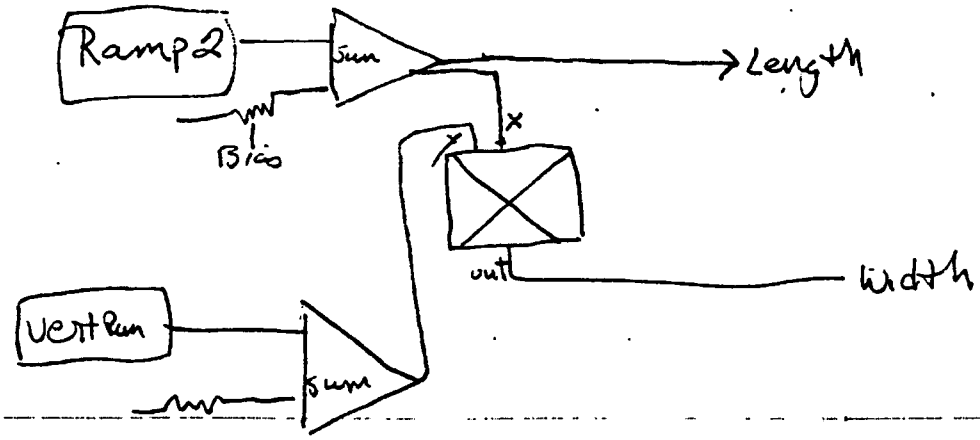


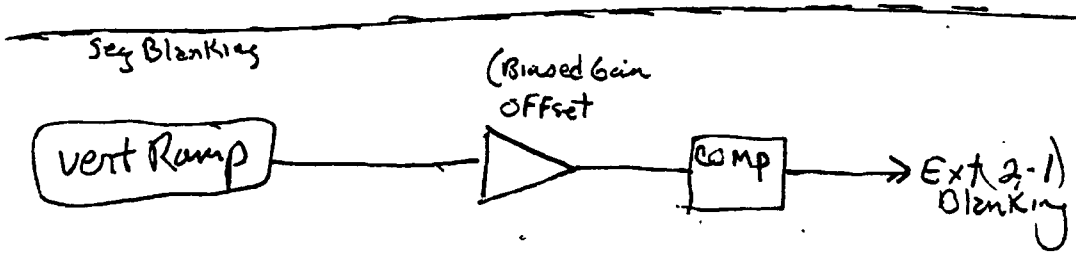
Also for blanking off datt Patch Panel Seq. Blanking

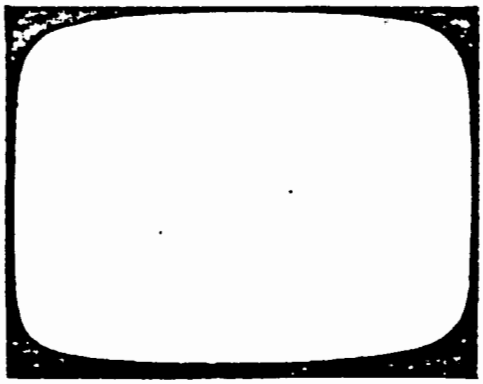




words
Rise from a line @ perspective

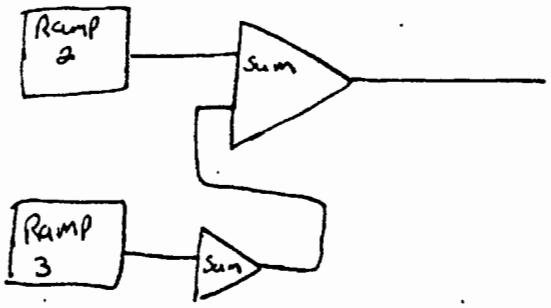






Motion from Final to intial then back to final

Sequence commutator is the bias (to make sure in final turn on Horz Osc. adjust sequence

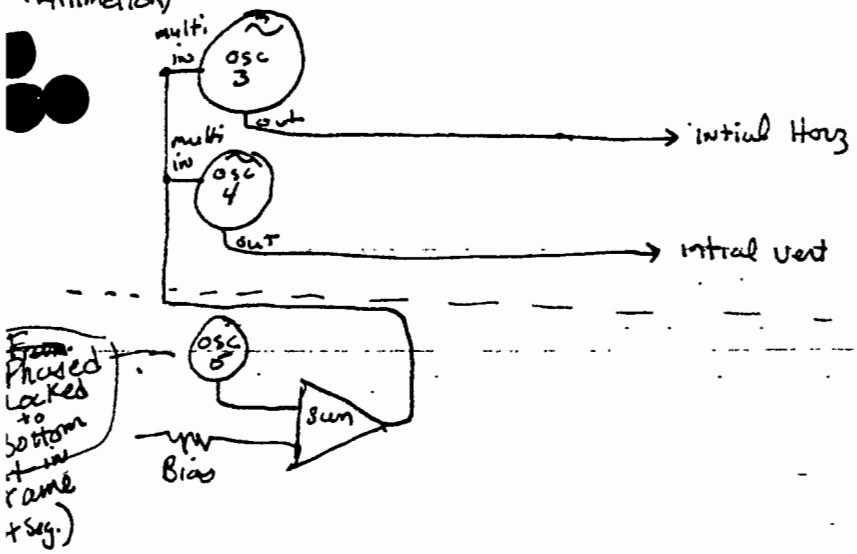


Sequence
(Biased to start in final go to intial) by Ramp 2

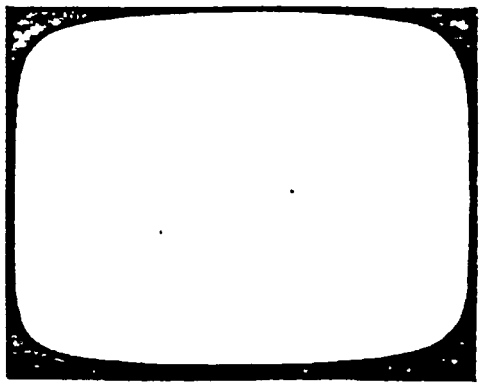
then Ramp 3 sends it from intial to final

also

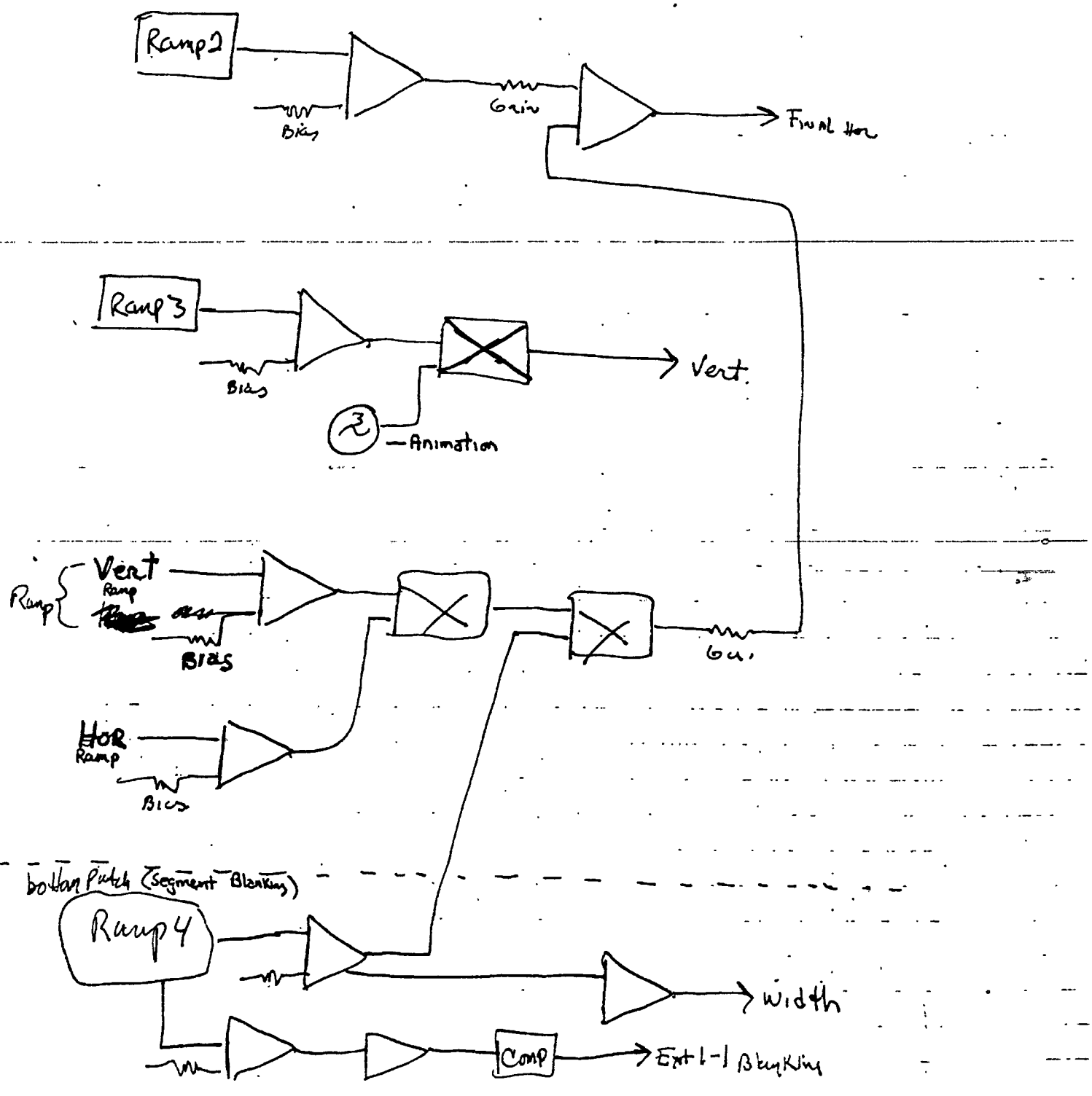
(Animation)

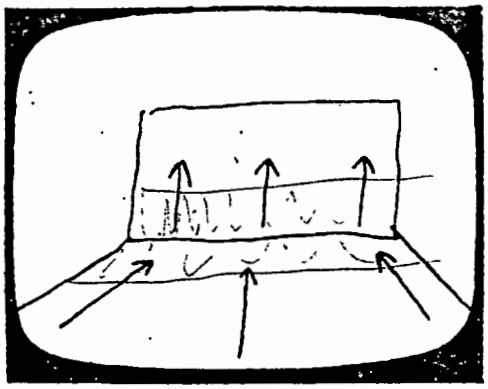


(Basic Sin/Cos Patterns)
See previous notes



Word in from Side Oscillating
Oscillation Resolves off
Word then folds to a line with perspective

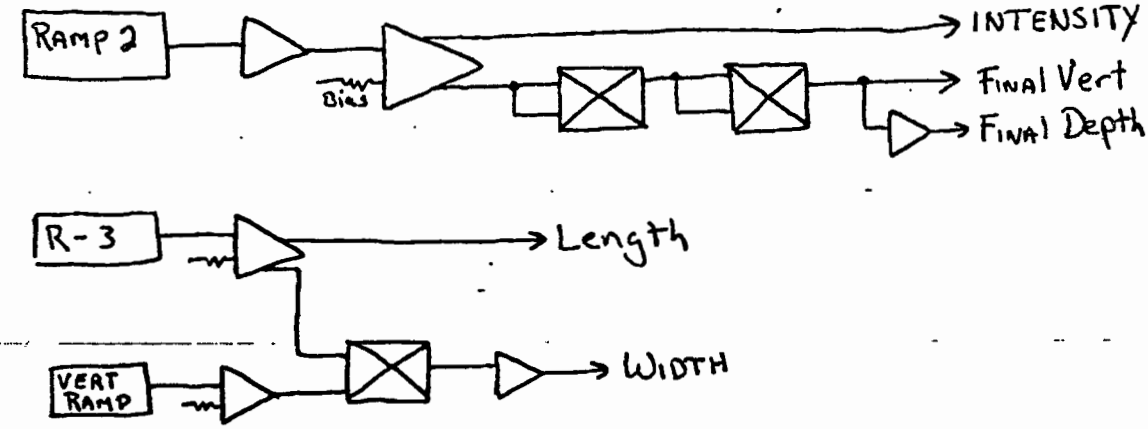


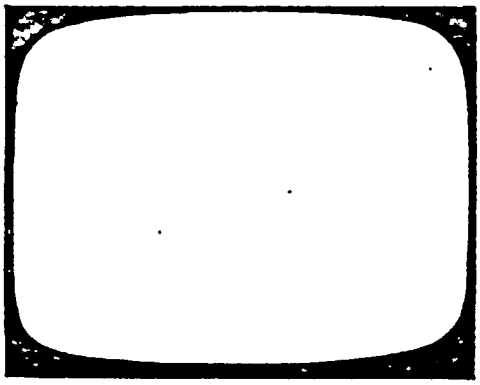


1 section

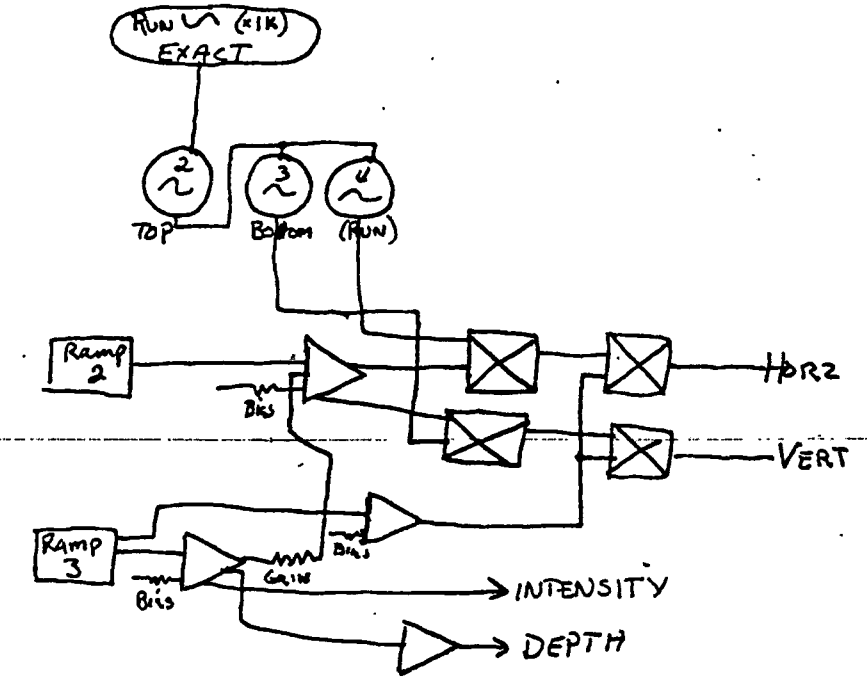
WORD comes in Slit Scan like then moves up straight

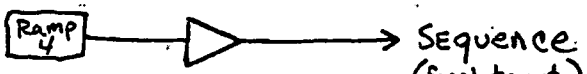
1.) flatten with length, perspective @ width
2.) with Ramp 2 move in final from big to smal.
3.) with Ramp 3 ~~multiply off~~ - bring length + width to norm

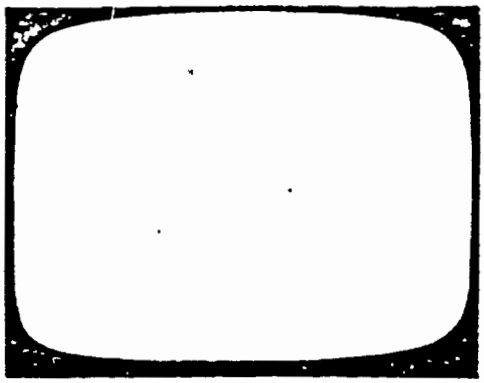




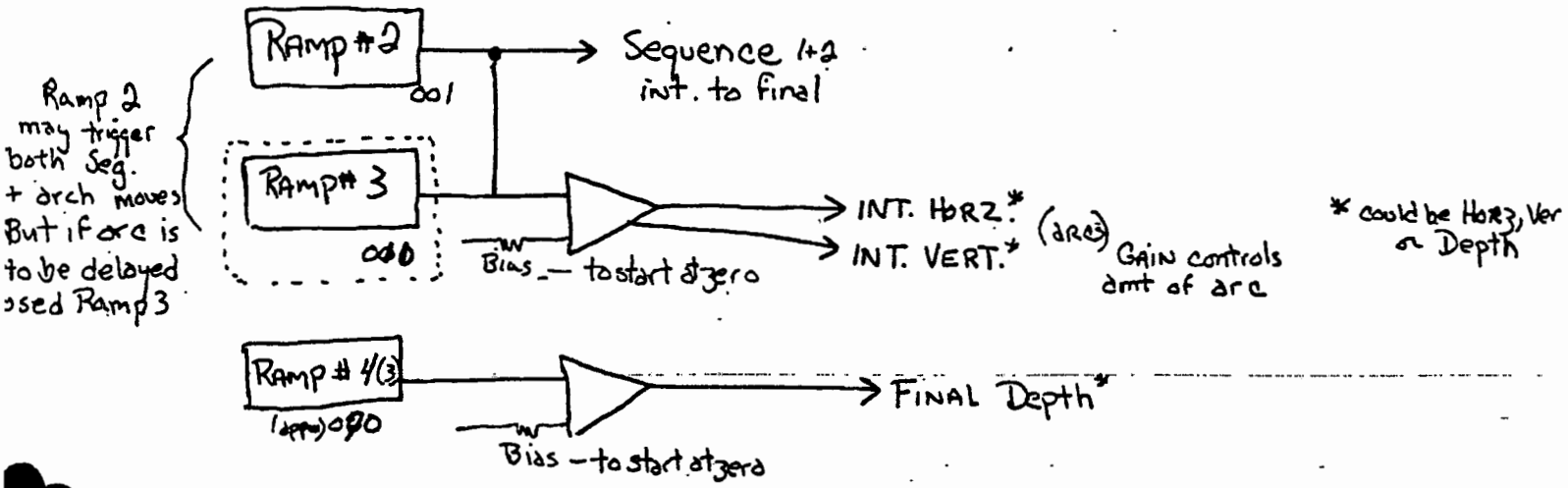
- start at dot
- Animation starts
- Animation zooms out
- Animation Resolves to word
- Word Zooms to a dot



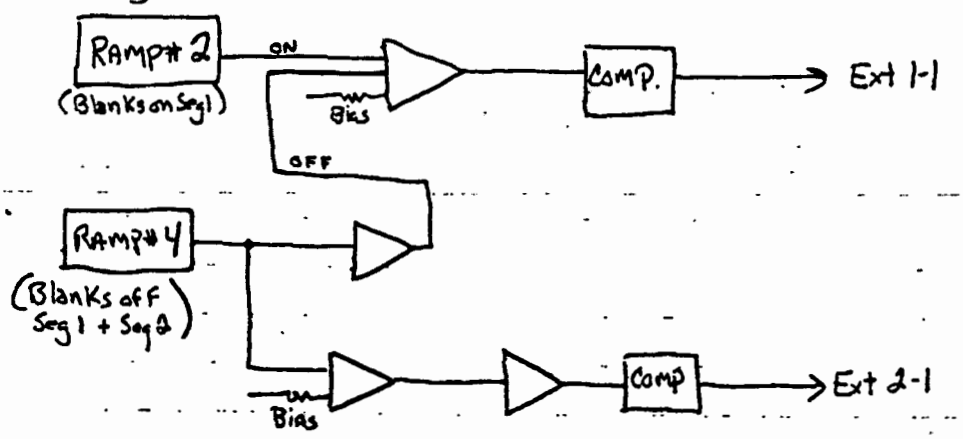


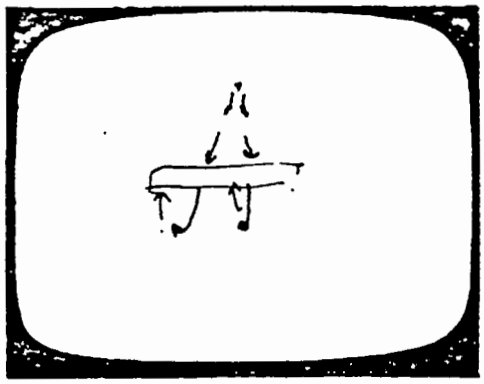


2 words....(2 segments)
One ~~does~~ comes from a dot @ a horz arc
one from large @ a vert arc
Both to center....then both to a dot



Blanking

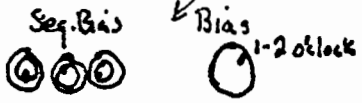


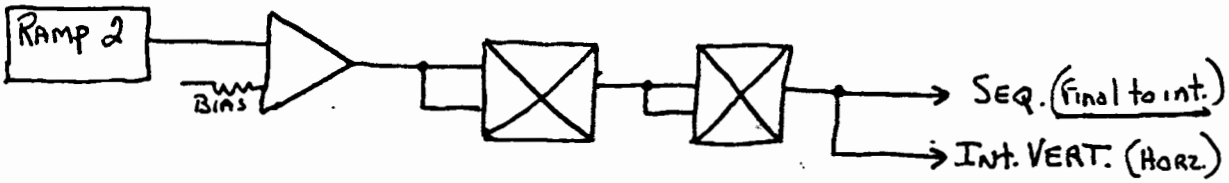


FERRING @ ARC (vert.)

FERRING

(Slow then fast)

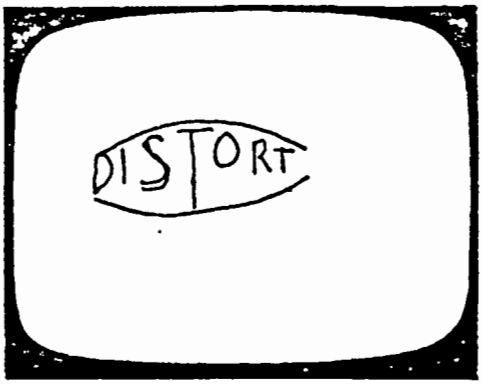




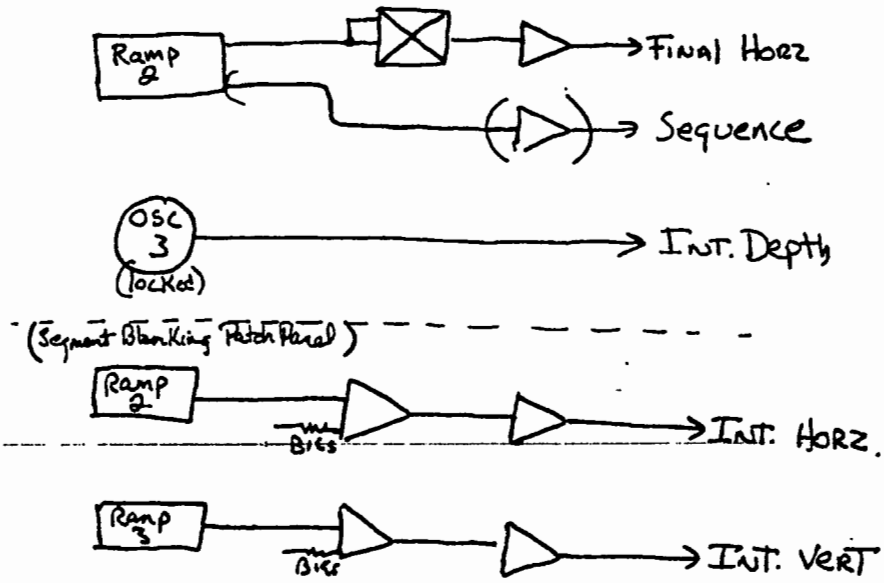
BIAS will also controll ferring (either slow then fast or fast then slow)
Seq will be final to int.

(To Reverse just invert Ramp before going into summing amp)

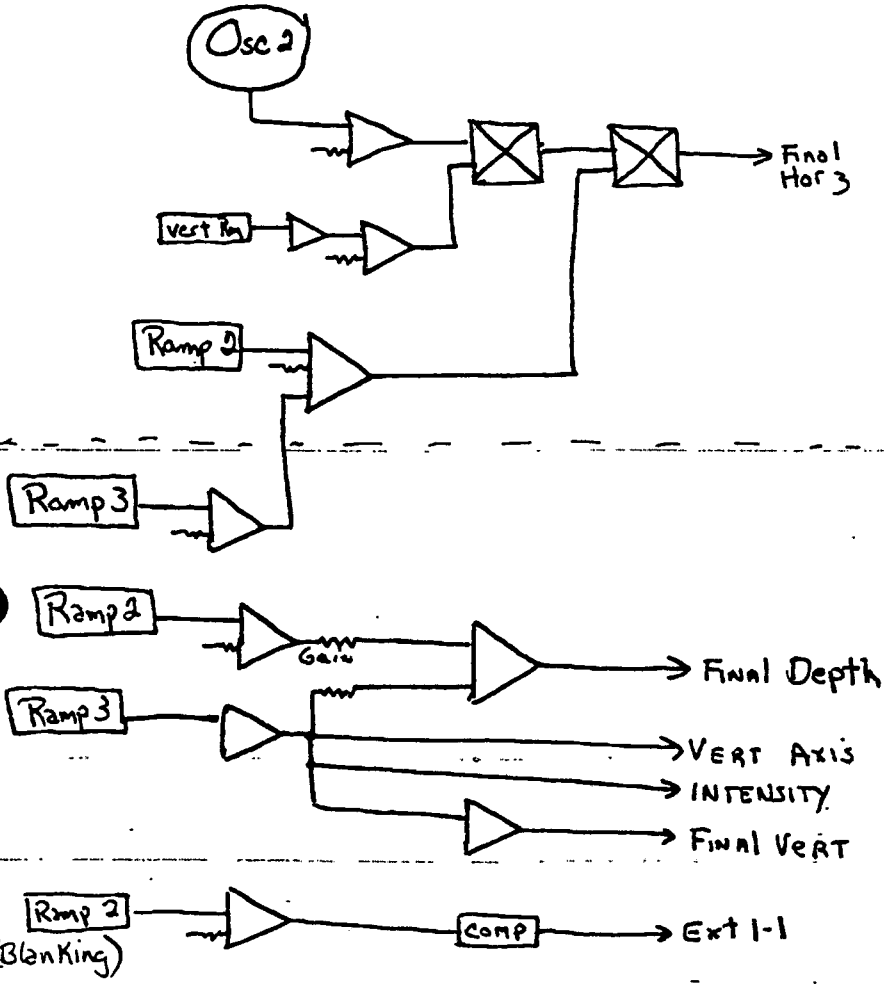
Ferring on Sequence (NO ARC)



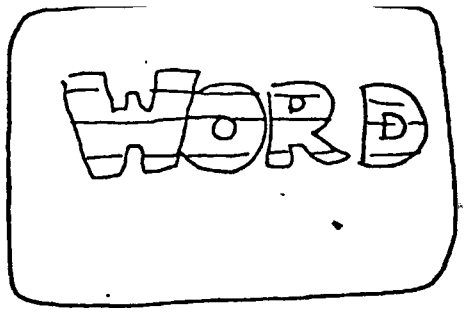
Word starts normal
then distorts
then drops down
(or other)



start at Dot
Grow Big (with stretch)
then snaps to medium size
(all in one move)

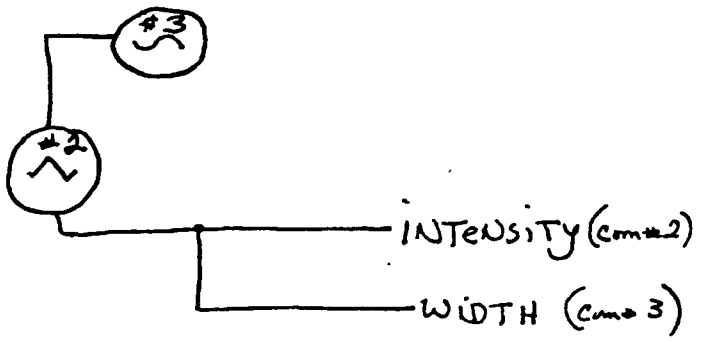


Flicker or Lines Thru Word



Glows

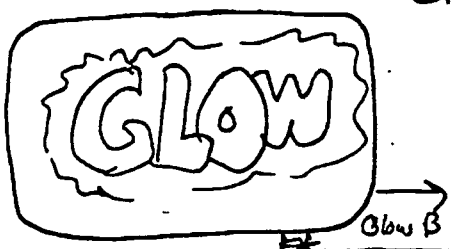
see below

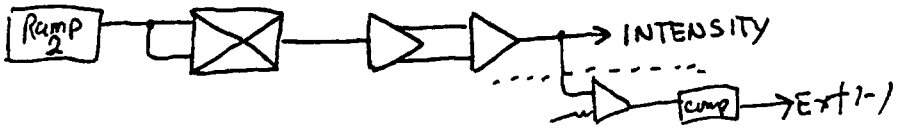


Also adjust with colorizer (Key Level Dectectors)

└ AND Overall intensity (Scan control)

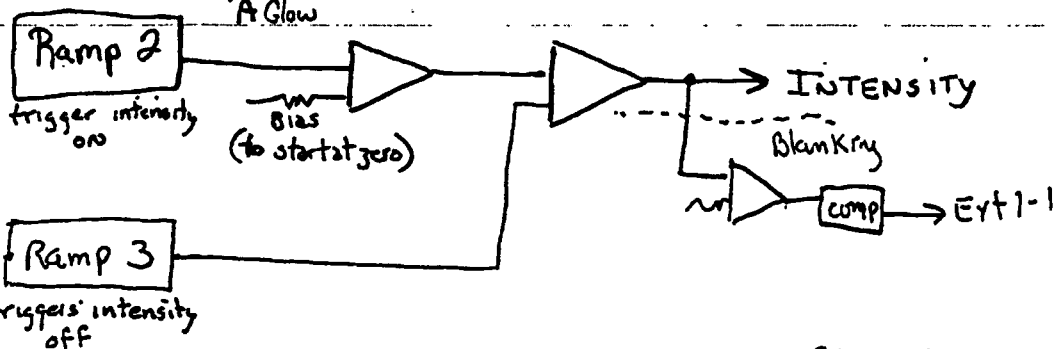
Glow





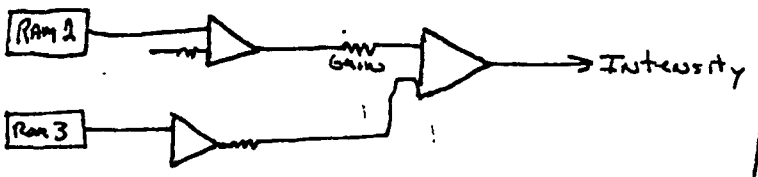
if need be double it again. (+ INV out)

A Glow

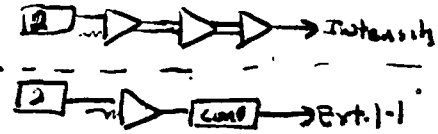


Put tissue paper over CRT
Also put scan cam slightly out of focus

Glow A allows you to chose Rate on then @ Ramp 3 chose Rate off

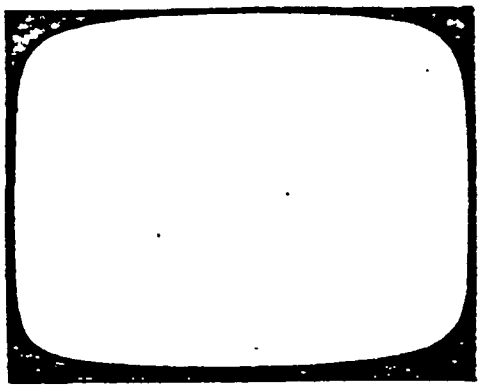


Also:



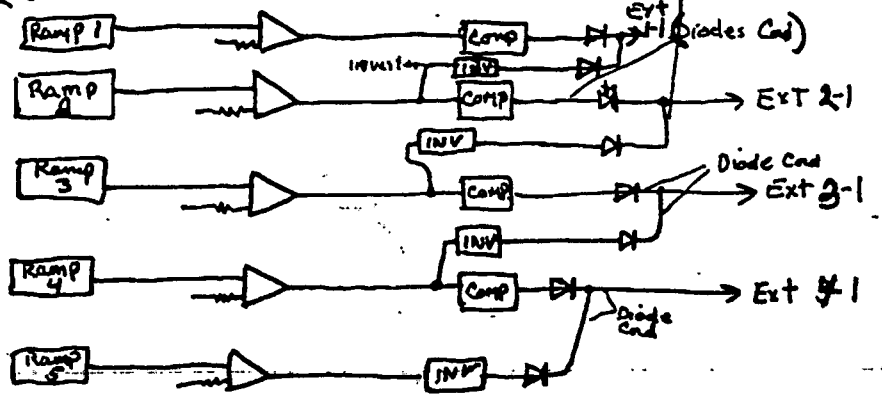
Blanks on very bright Ramps down IN intensity out

Glow below word for BAN Glow type



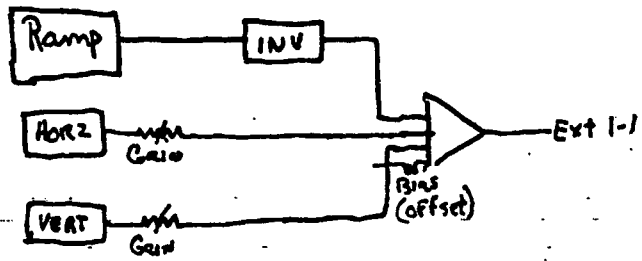
Blanking On and Off different section using diode patch cord

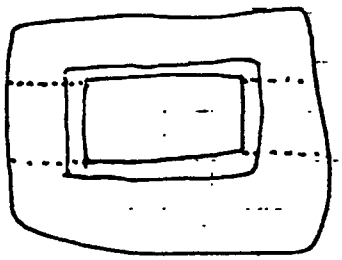
Seguent Blanking P.P.



Blanks on (Ramp 1 - Sec. 1)
Ramp 2 - Blanks - Sec 1. off turns Sec 2 on
Ramp 3 - Blanks Sec 2 of turns Sec 3 on
Ramp 4 - Blanks Sec 3 off Sec 4 on
Ramp 5 - Blanks Sec 4 of

all sum amp are offset..

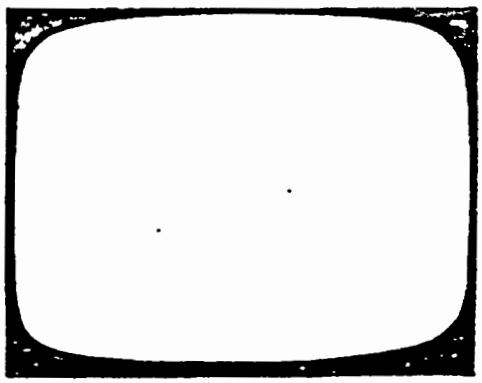




BLANKING off RASTER around RECTANGLE (1 section)

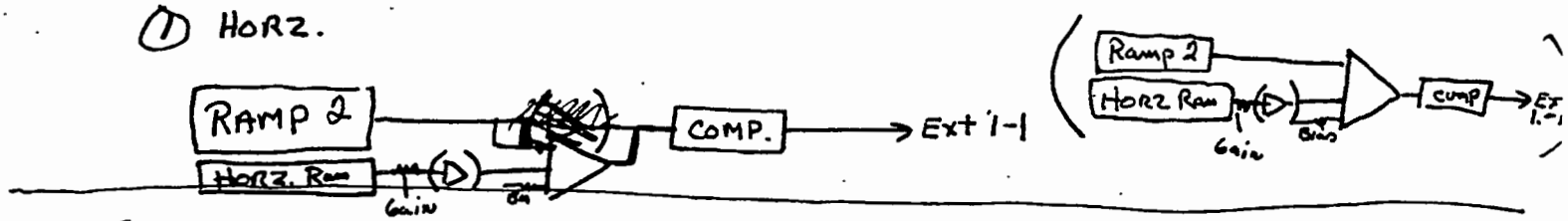
DIVIDE INTO 3 section

with Horz + Vert Blanking blank off unwanted raster

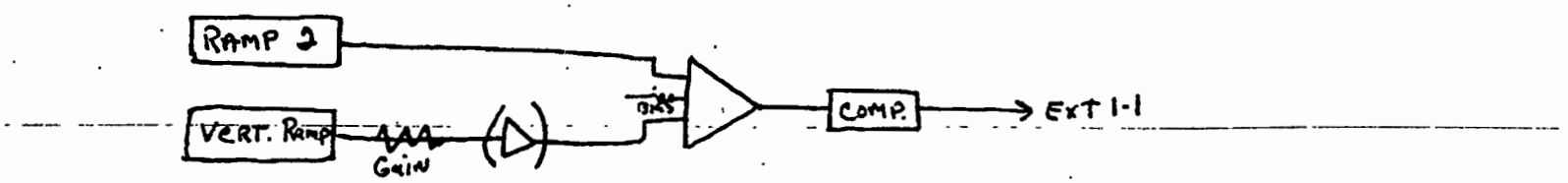


Wipes with Blanking

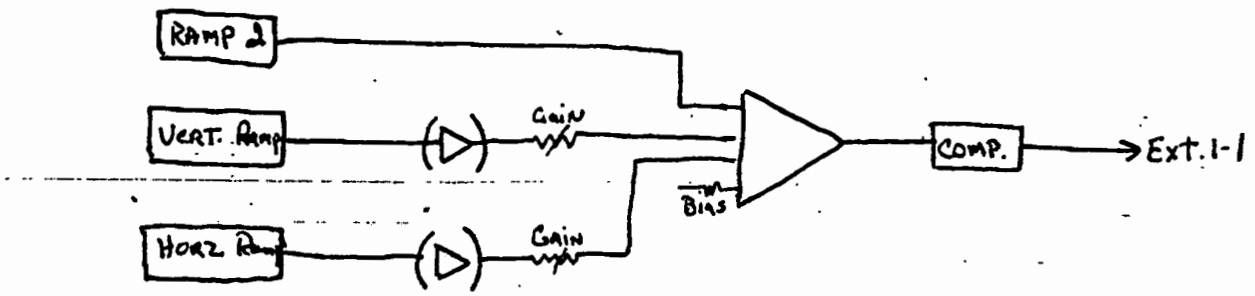
① HORZ.



② VERT.



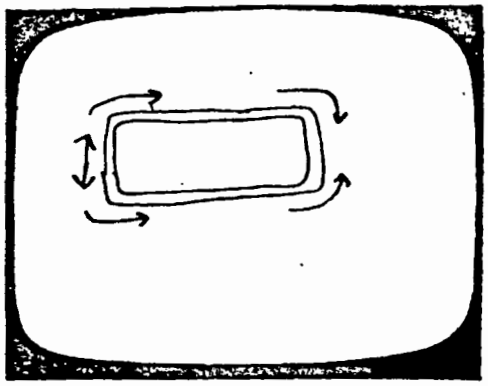
③ DIAGONAL



NOTES — FOR HORZ. + VERT Wipes

INVERT VERT OR HORZ Ramp
for opposite Wipe Direction

INVERT Sum Amp out
OR Comparitor (thru Digital INVERT)
for opposite BLANKING.

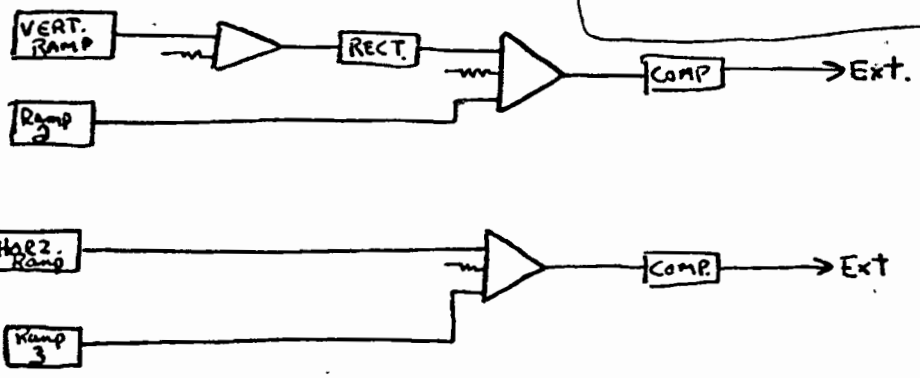


Blanking Wipes (Special)
(2ways)

Blanks on wipes
on Verticle both ways (R-2)
then Hor3 (R-3)
then down Verticlily bothways (R-4)

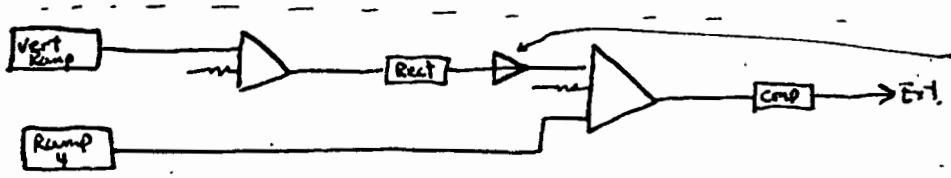
(CAN Be used with special sparkle move)
see 1sparkle into 2
Special Animation

A



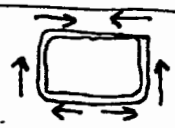
Note: 1st Sum Amp @ bias control offset
2nd Sum Amp @ bias controls zoo point

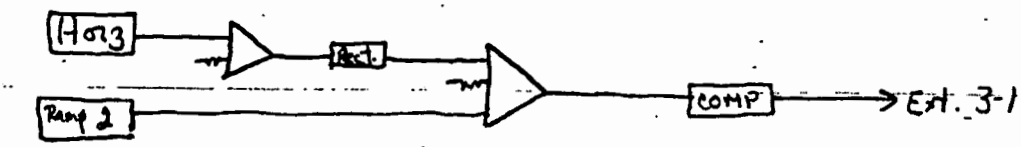
Also make artwork small in Raster (ie. Do Not Fill Screen with it)

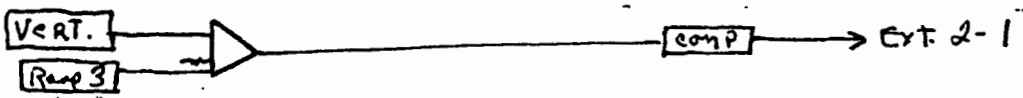


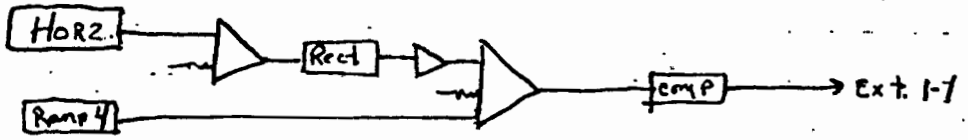
Needs to be inverted somewhere along line

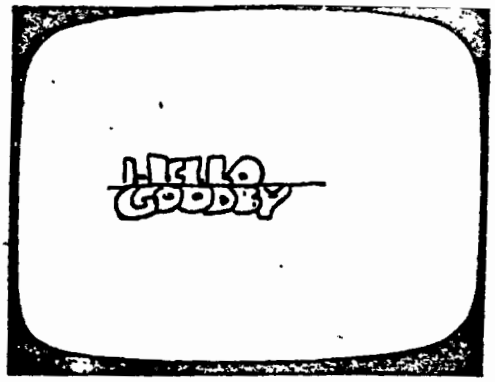
B







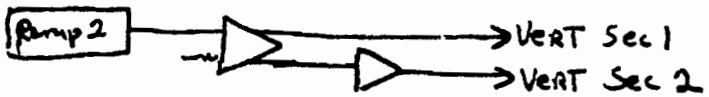


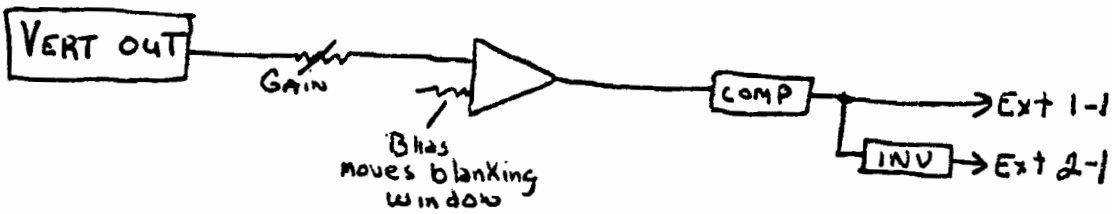


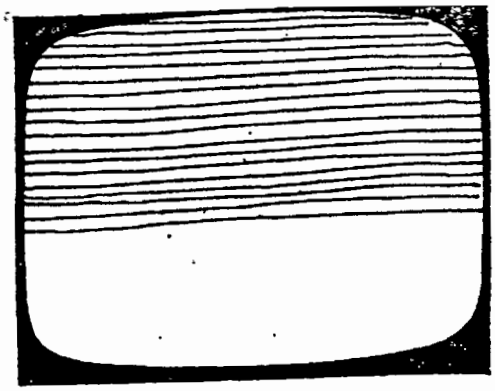
BLANKING Window

WORDS Blank out from same line

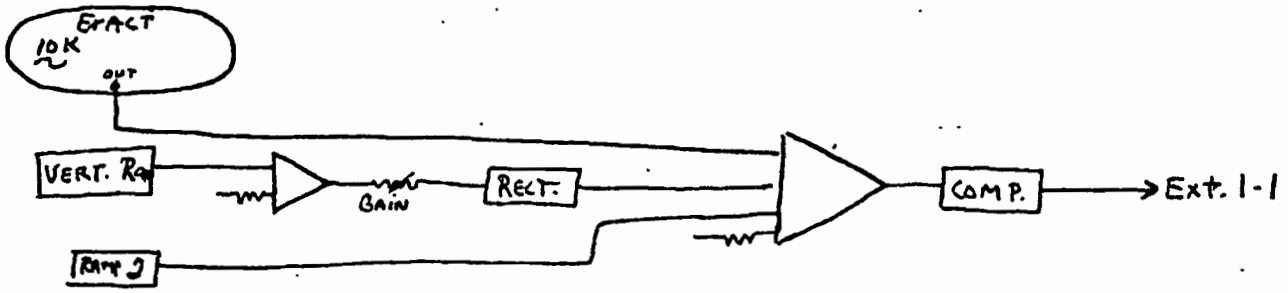
2 sections



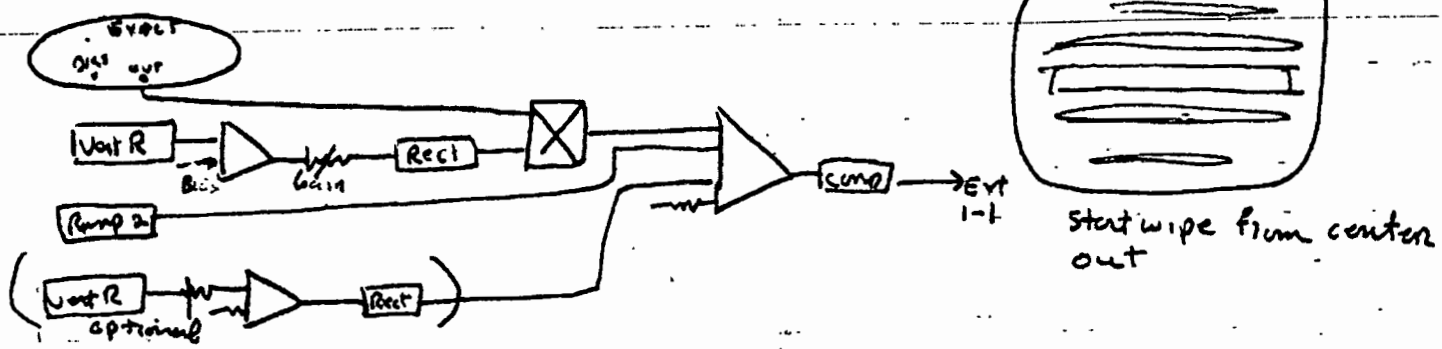




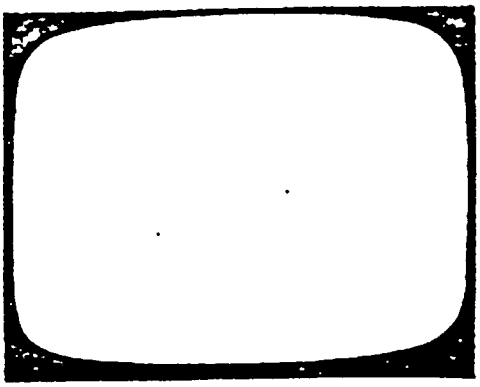
LINES Wipe ON
(BLANKING)
or For Switch Wipes (Scanimate used as ext Key source)



or



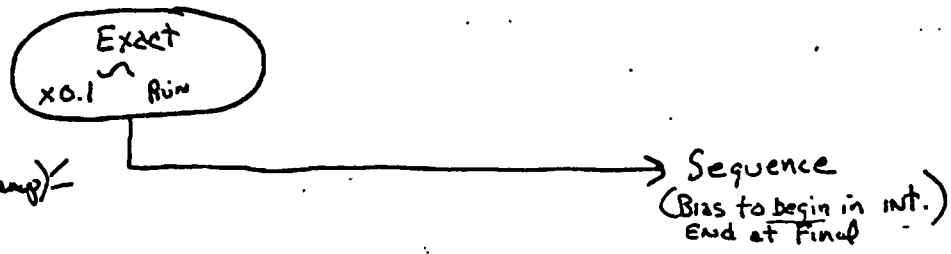
Start wipe from center out

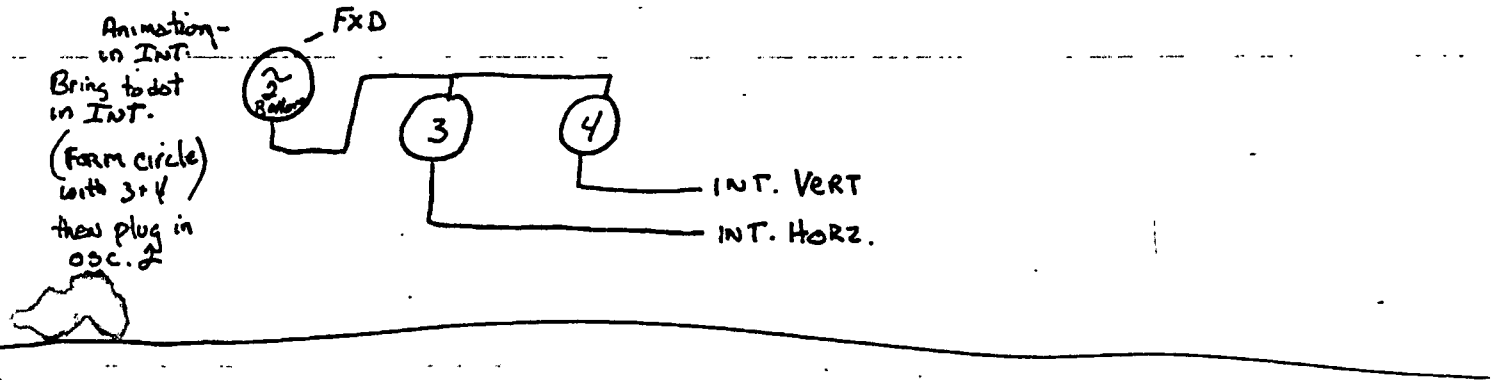


(A) Using Exact as a Ramp
to Repeat Int - Final to Int to final.....
(or Animate - Resolve - Animate - Resolve - Animate ...

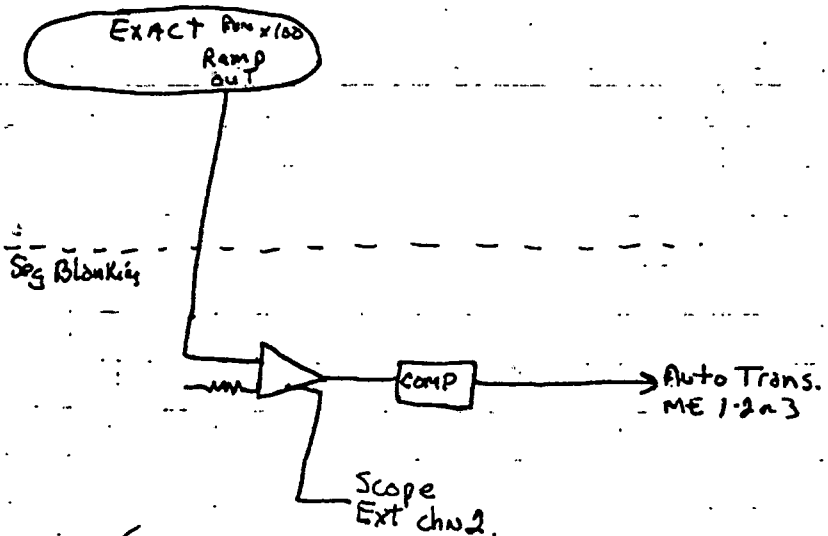
OR (B) Exact to trigger Auto TRANSISTion Repeatedly

(A)

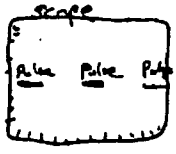




(B)

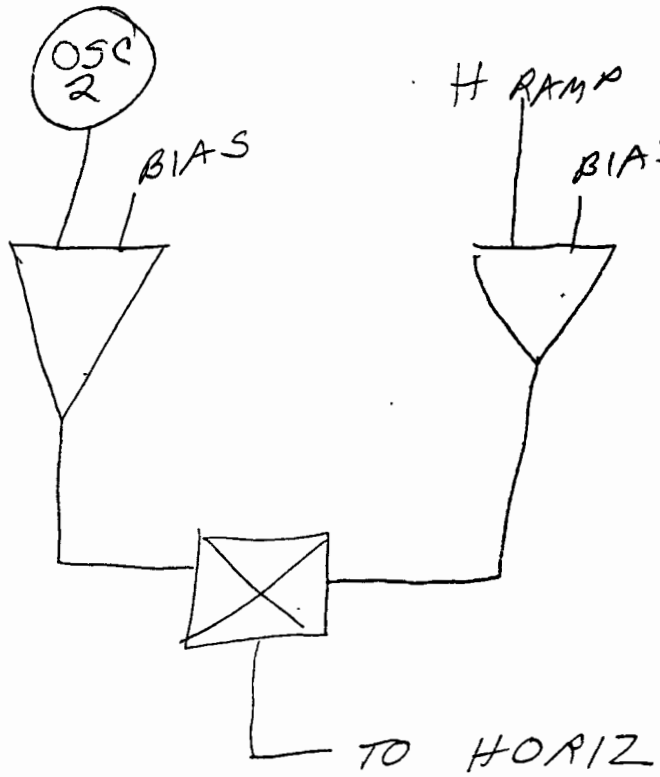


Low scope set pulses
so they are small and fairly slow

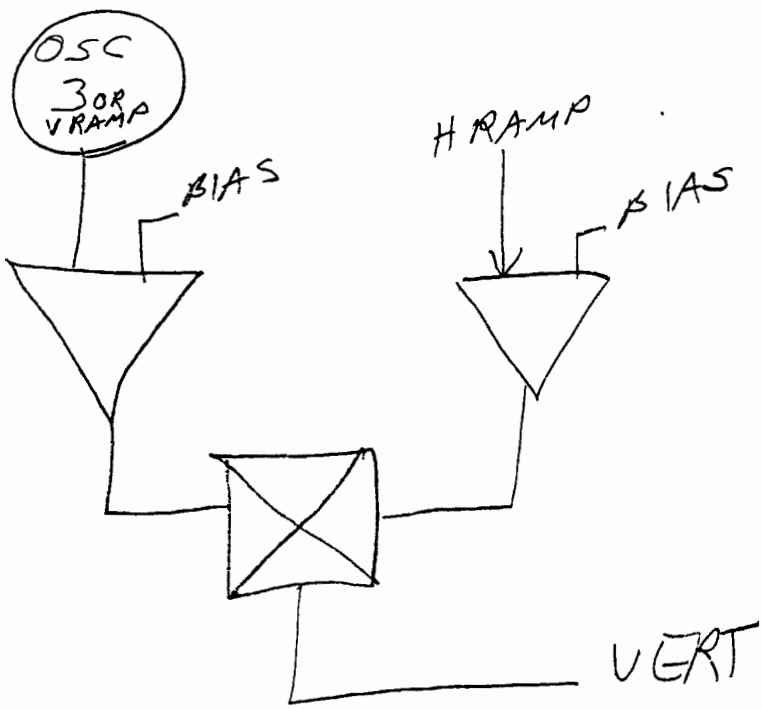


PORCUPINE EFFECT

Rw

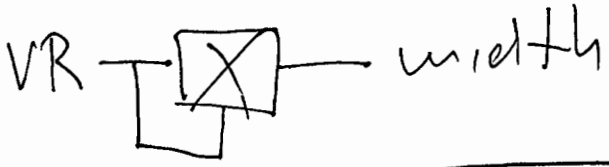


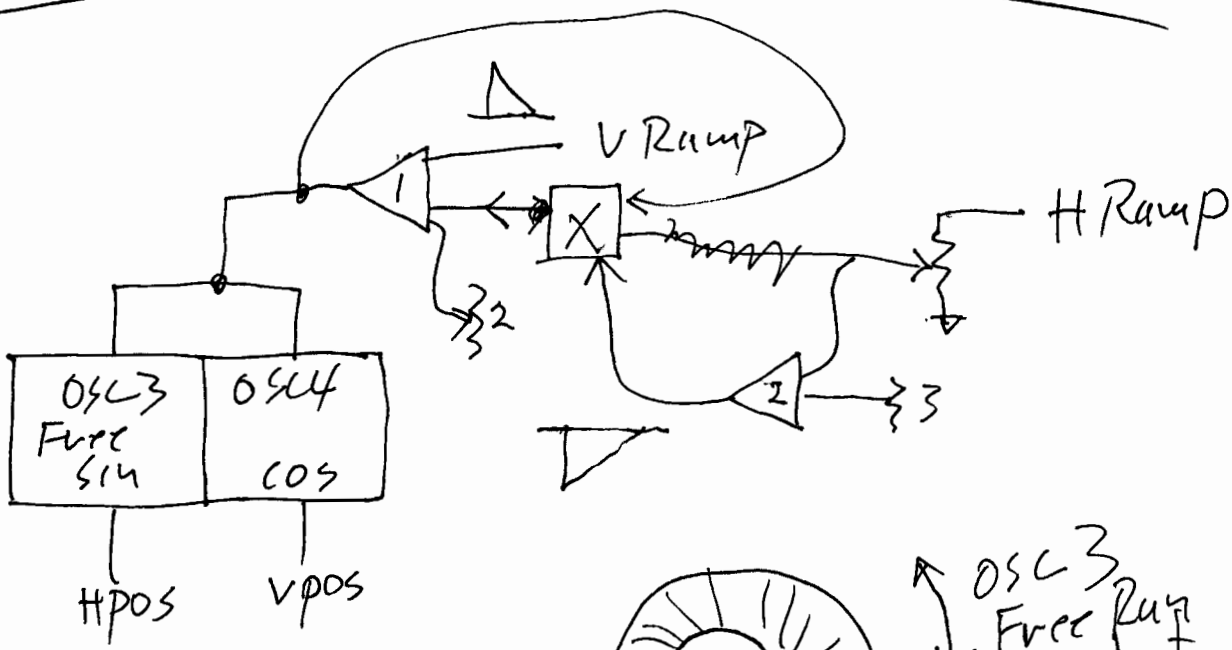
- WIDTH + LENGTH AT ZERO

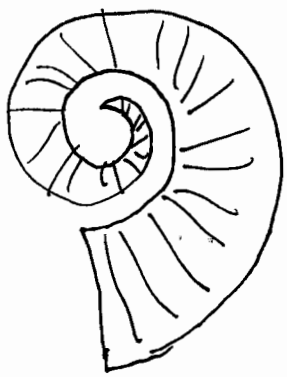


Got Milk?

CBD 4/6/9

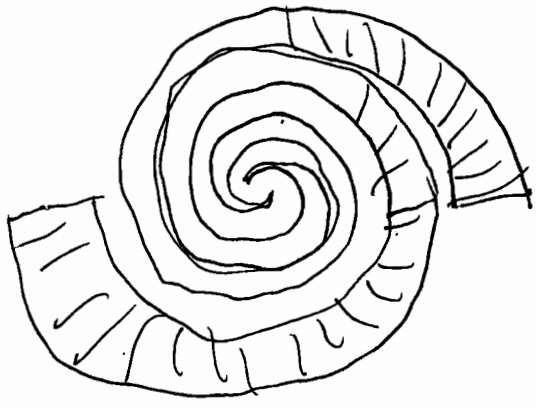






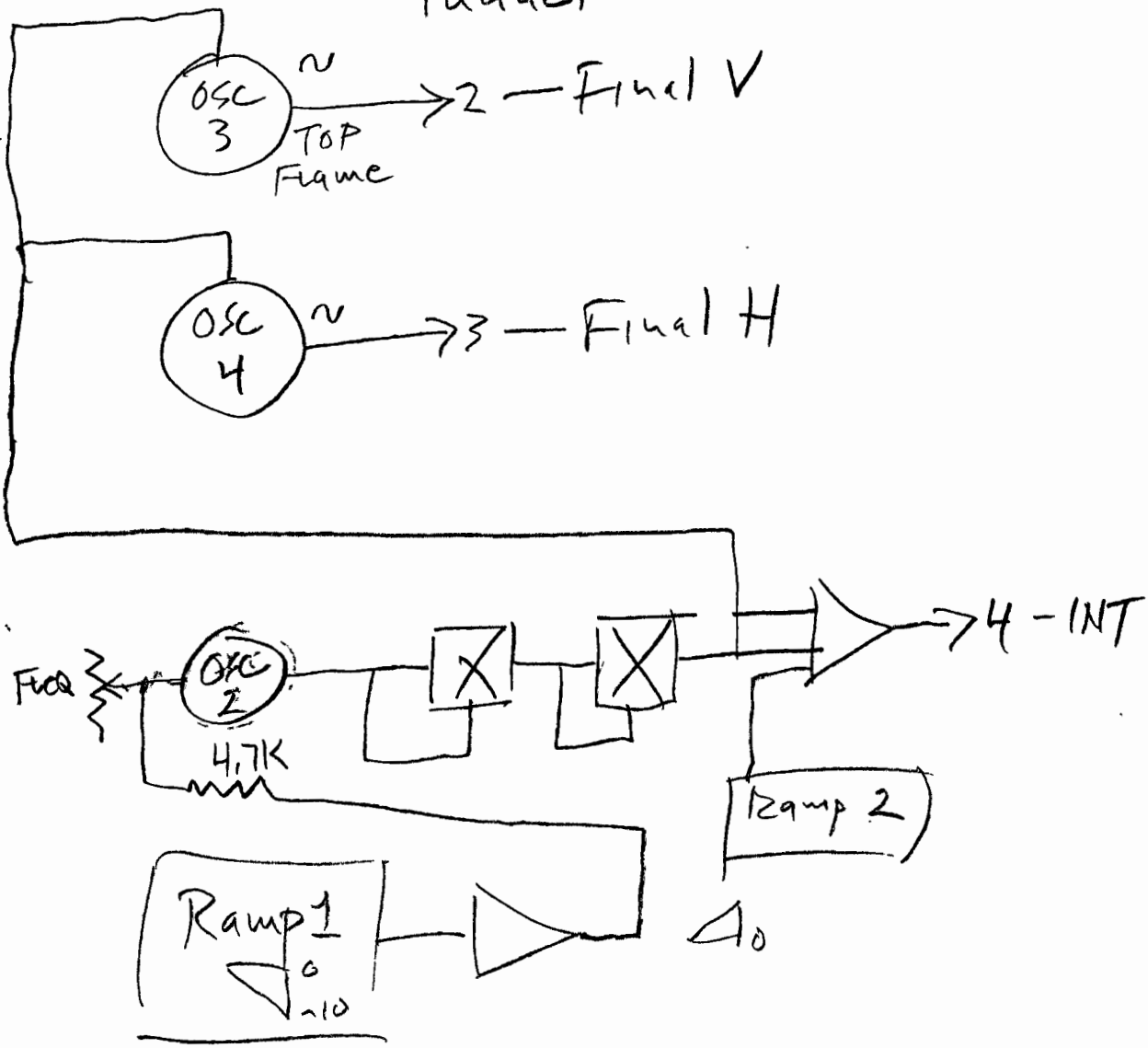
OSC3 Free Run speed of Rotation

~60Hz
shutter = 1/60



~120Hz
shutter = 1/125

"Community" 3-23-2014



Ect Depth to zero (ucan)

Ramp 1 moves in/out, controls fucquency of Osc 2

Ramp 2 clips away to make zoom ~~reverse~~ uceverseable

Fed with Accom of "Kaleida"

spoke w/ David Tunnen got penmission 3/23 DLS